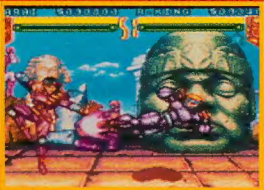


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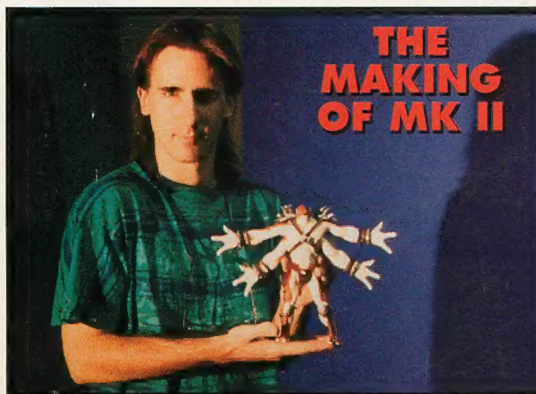
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BARAKA



THE FATALITIES



THE MAKING OF MK II



13 WINE

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00 WINS

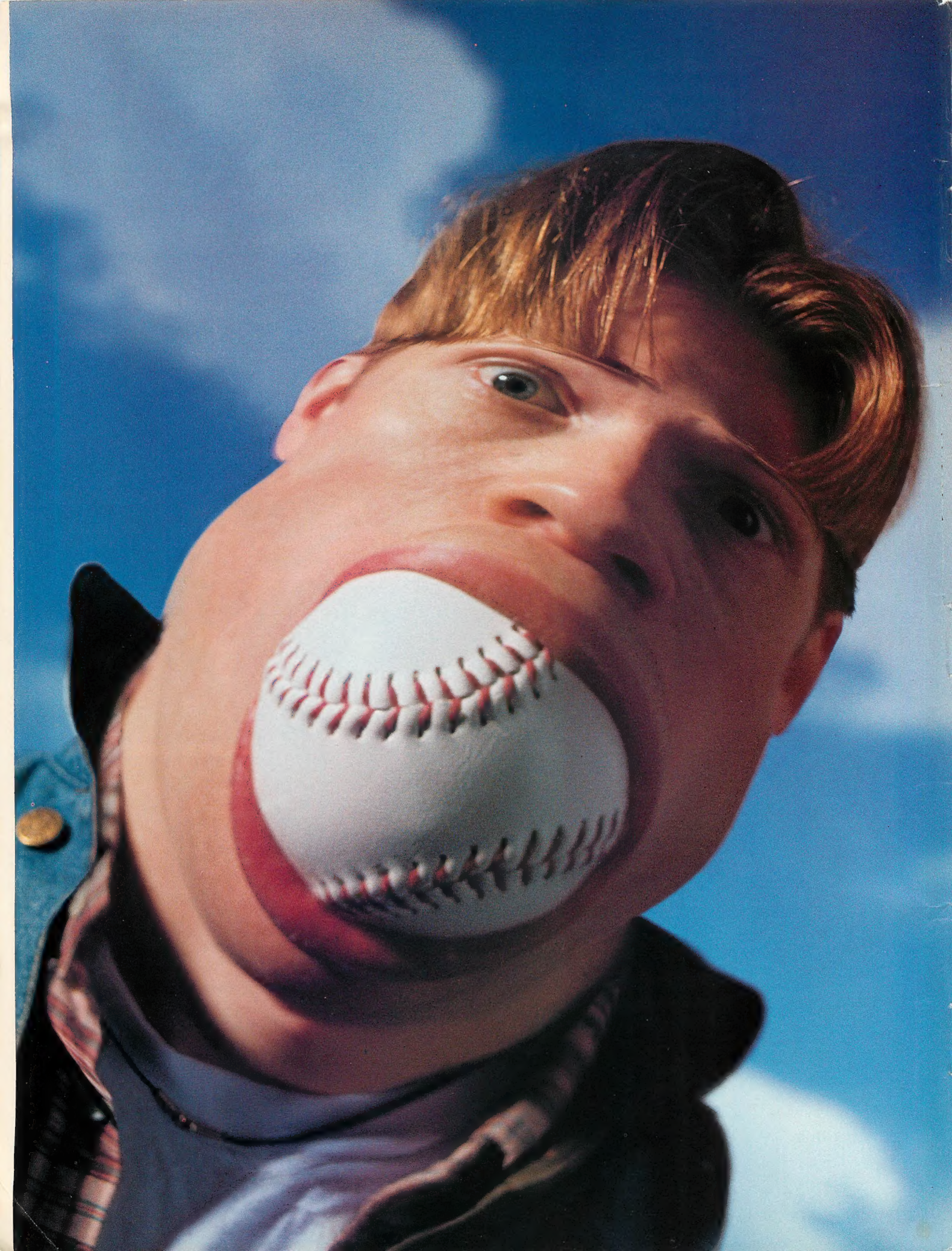
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Volume VI

Issue 4

April 1994

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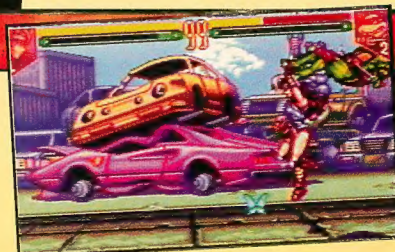


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CHRIS GORE

Hometown: Royal Oak, Michigan
Game of Choice: *Art of Fighting 2*
On video-game violence: "Most of the kids that I've talked to have told me that, nine times out of ten, when they rip their friends' heads off, the spine doesn't even come off with it!"

MIKE DAVILA

Hometown: Staten Island, New York
Game of Choice: *NBA JAM*
On video-game babes: "It would be great if a rating system for female video-game characters existed. I'd give Cammy a 10!"

CHRIS BIENIEK

Hometown: Chicago, Illinois
Game of Choice: *Sonic the Hedgehog 3*
On CD games: "I think CD-ROM is overrated as a game platform; it'll be years before anybody fully exploits the advantages it offers. For now, keep those cartridges coming!"

NIKOS CONSTANT

Hometown: Los Angeles, California
Game of Choice: *NBA JAM*
On *Mortal Kombat II*: "The Pong thing is no big deal."

MEET THE STAFF!

This month we leave our battles at the arcade and give you the chance to get to know the staff a little better.

BETTY HALLOCK

Hometown: Ridgecrest, California
Game of Choice: *Atomic Punk*
On Chun-Li: "Chun-Li will always be better than Cammy. Cammy needs a new hairdo and needs to get rid of the dorky hat. I even like Chun-Li's moves better. Too bad her fan doesn't work like Kitana's."

ZACH MESTON

Hometown: Lahaina, Hawaii
Game of Choice: *Heimdall*
On *NBA JAM*: "Here's a challenge to all *NBA JAM* players—I'll take on anyone, anytime, anywhere and beat them—guaranteed!"

JEFF TSCHILTSCH

Hometown: San Diego, California
Game of Choice: *World Series Baseball*
On game design: "Why does every Super NES RPG have characters that are as tall as they are wide?"

ERIC NAKAMURA

Hometown: Los Angeles, California
Game of Choice: *Lethal Enforcers*
On fighting games: "Kick hard at the knees. With this information, you'll have an advantage over any gunless opponent."

JOSIE KREUZER

Hometown: Buffalo, New York
Game of Choice: *Zombies Ate My Neighbors!*
On *Zombies Ate My Neighbors!*: "The Chainsaw Maniacs are the most! Man oh man—they get my adrenaline pumpin' every time."

CATHY RUNDELL

Hometown: Manteca, California
Game of Choice: *Kid Dracula*
On life: "Never give a duck a gun."

ELLEN WILKS-STOKES

Hometown: Auckland, New Zealand
Game of Choice: *Escape From Monster Manor*
On fighting: "Low punch plus low kick!"

NICK FAIGIN

Hometown: Van Nuys, California
Game of Choice: *Lethal Enforcers*
On *Lethal Enforcers*' colorful weaponry: "A pink gun? I don't think so. Regardless, I have spent way too many quarters shooting at these video suckas!"

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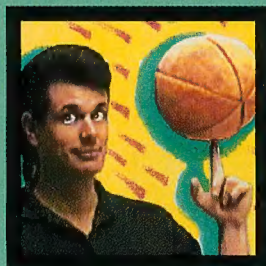
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PRESS START

NEWS INFORMATION RUMORS

NEWS

VIDEOGAMES: So how did you get hooked up with Sega?

Chill E.B.: Through Goodby, Berlin & Siverstein (GBA), an agency in San Francisco. They called me to do a voice-over for "Partnership for a Drug Free America," and then, when I did that, they asked me if I would come in and do a voice-over for Sega, and I said yeah. Next thing you know, I'm in L.A. filming my first Sega commercial.

VIDEOGAMES: Did you create the Sega "man in the TV" character? That guy is extremely different from your rap persona.

C.E.B.: I say "yes, probably," but no, because pretty much the language of the commercial had already been written by writers, and what I did was take that to the next level. They had some things they wanted me to say and they allowed me to adjust words to make 'em fit, and they gave me total freedom to play around and see what I could come up with. So I was just kinda joking around and they said, "We want you to be this guy... the whole image is the kid is playing the game and he's not doing such a great job, and you're trying to encourage him and pump him up in a certain way that will get him really fired up. And all of a sudden, the kid's jamming away at the game, and, knowing that's how we want you to come across, using these words right here, can you make it work?" So it was cool, they allowed me to just experiment, and it was kind of a joint thing.

VIDEOGAMES: Do you play video games?

C.E.B.: Do I play video games? What a question. All the time. My sons—Jay actually is pretty good at some of the games we play—some of the sports games and stuff like that. Joshua doesn't comprehend it yet. He's the baby.

VIDEOGAMES: What systems do you own?

C.E.B.: That's a loaded question! I've got the Sega CD and I also have the Game Gear.

Sound Track

SEGA'S RAPPING ACTOR "BORN SUSPICIOUS"

by Nick Faigin

CHILL E.B.



BORN SUSPICIOUS

Meet Chill E.B.—rapper, father, community activist and the guy inside the TV in Sega's recent commercials. In a world where most rappers are gun-toting "gangstas," Chill raps a message of positivity and unity and asks people to take a hard look at society's ills and make a difference. Standing behind every word is an action, as Chill, who lives in the Bay Area, is involved with D.A.R.E., Friday Night Live (a California teen drug and alcohol abuse prevention program) and the Youth Violence Prevention Project's Rap Against Violence project. The California Wellness Foundation recently awarded him a \$25,000 grant for his work against violence. And, with a slammin' new release on Alternative Tentacles called "Born Suspicious" that's all that and then some, the time seemed right to ask Chill some questions about his involvement with video games.

VIDEOGAMES: What's your favorite type of game?

C.E.B.: I like the sports video games.

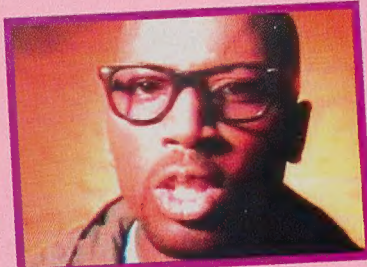
VIDEOGAMES: Any current faves?

C.E.B.: *Montana '94*.

There's a few of them that I really like that I think are good games. Most of my buddies play the *Madden '94*, and I'm not really any good at *Madden*. I'm not really good—believe it or not—at *Montana*, but I just play and it's fun to play. I like the basketball games especially.

VIDEOGAMES: I know you're an advocate of antiviolence, so how do you feel about violence in video games?

C.E.B.: I understand why some people have a concern about the violence in video games. For me and my kids, we know it's a video game. We know when we're sitting down we're going to be entertained by a video game. I would hope that the kids that are into the video games would know that this is only entertainment—it's only a game and understand it for what it is. Y'know what I'm saying? It's almost like what they're saying about the violence in music and with the violence in movies. It all leads up to violence in general. This is a violent society. I understand a lot of people's concern about *Mortal Kombat*, but I don't understand how the kids that are out there doing the violence and stuff that they're going through right now. I don't think that it's generated solely by one thing or another. I think it's a lot of different things, but mostly it's a lack of education and not knowing themselves. I think a person is pretty well rounded as a human being first, whether he's young or old, and then he can indulge in an Arnold Schwarzenegger movie



without taking *Terminator* to the extreme. He may be able to indulge in a video game without going out there and trying to rip out somebody's spine.

TOP 10 UPRIGHT VIDEOS



1. *Mortal Kombat II* by Midway
2. *NBA JAM* by Williams
3. *Mortal Kombat* by Midway
4. *Lethal Enforcers* by Konami
5. *Final Lap 3* by Namco
6. *Run & Gun* by Konami
7. *Titile Fight* by Sega
8. *NFL Hard Yardage* by Strata
9. *Super Chase* by Taito
10. *SF II: Champion Edition* by Capcom

1. *Virtua Racing* by Sega
2. *Cybersteyd* by Namco
3. *Suzuka 8 Hours* by Namco
4. *Outrunners* by Sega
5. *Lucky & Wild* by Namco
6. *Air Combat* by Namco
7. *Crime Patrol* by ALG
8. *Race Drivin'* by Atari
9. *Moto Frenzy* by Atari
10. *Mad Dog McCree* by ALG

TOP 10 DELUXE VIDEOS



Life's a Switch (and Then You Meet Corey Haim)

by Zach Meston

VIDEOGAMES chats with Ken Soohoo, lead programmer of *Double Switch* and one of the biggest talents at the interactive movie studios of Digital Pictures.

VIDEOGAMES: Just how long have you been with Digital Pictures?

Ken Soohoo: As of April, I'll have been here two years. I worked for Atari from 1988 to 1990 on the Atari 7800 and the Atari 800 computer. Nothing you would have heard of, just programming tools, sound tools and graphics tools.

VIDEOGAMES: What projects did you work on before *Double Switch*?

K.S.: I worked on all the *Make My Video* titles. They were originated at Hasbro and were given to me when I came on-board, since I was the junior programmer [laughs]. I did have some design input on them. I also worked on the sound drivers for *Night Trap*.

VIDEOGAMES: What do you do when you're not programming games?

K.S.: [laughs] I program tools! Right now, I'm working on a tool, but I can't tell you what. We always continue to improve our programming tools; look at the difference in video quality between *Night Trap* and *Double Switch*. I did the compression tools in *Prize Fighter* and *Double Switch*. Actually, there are lots of stages of compression; I did the final stage.

VIDEOGAMES: What are your favorite video games at the moment?

K.S.: We have a Jaguar in the office, and I spent a lot of time playing *Cybermorph*, although it was kind of hard to learn. I've been playing a lot of *The 7th Guest* on the IBM PC. One of my all-time favorites that I still play a lot is *Smash TV* on the Super NES. I'm also really impressed with the *John Madden Football* games.

The game that got me hooked on video games was *Star Raiders*. From the sound to the graphics to the feel of the motion as you flew through space—boy, it was great.

VIDEOGAMES: How long did it take to film *Double*



Switch? How large was the budget?

K.S.: The budget was \$1.75 million. We did 16 days of shooting, with a total production time of six weeks. There's a lot of preproduction and post-production time involved. We started filming late, so they didn't expect the game to be out until the first quarter of 1994. We raced the clock to get it out. On November 12, I delivered a final version, and they didn't know what to do with it. We were warning them we were ahead of schedule [laughs]. If they're prepared for a title, they can turn it around in seven days.

VIDEOGAMES: How frequently were you on the production set?

K.S.: I was on the set for a couple of days. We rented this big old soundstage, a gigantic, cavernous room. The set was built about ten feet off the ground, and all the traps fell down underneath the set. I was there for the first day of shooting, when the stuntmen were testing out the traps, and I was thinking, "That's gotta hurt."

VIDEOGAMES: Did you meet Deborah Harry?

K.S.: Debbie Harry was great. I'm a product of the late '70s and early '80s, so I'm really a big fan of hers. One day, I was walking out of the production office saying how I've got to meet her, and I nearly walked right into her. She was really good about it.

VIDEOGAMES: How about Corey Haim?

K.S.: Corey's a great guy. I expected him to be a real prick, but he's really nice. I walked up to him and I went, "Hi, I'm the programmer of *Double Switch*." He goes, "Man, I'd love to know how this works." So I spent a couple of hours explaining to him how the game works between takes.

I would describe him as your typical late-teens/early-20s college-type dude. He's really into the L.A. scene. Really into the Genesis.

VIDEOGAMES: Whose idea was it to include that hysterical hidden scene with Lyle the Handyman (R. Lee Emrey)?

K.S.: Every one of our products has a secret scene of some sort. It was my producer, Dena Maheras, who saw that scene during the "film to tape" transfer process. She said, "If we can use this, it'd be really great." We beeped it [Lyle uses a very naughty word at one point] because Sega didn't want us to leave it in there. We can understand that!

VIDEOGAMES: What's your opinion of all the fuss over *Night Trap*? (*Night Trap* is the "violent" Sega CD game removed from Toys 'R' Us and Kay-Bee's shelves and eventually recalled by Sega themselves.)

K.S.: I got interviewed about that for a local TV station. The quote they got from me was, "It's an anticensorship thing." I don't like anyone telling me what I can or cannot do.

Toys 'R' Us didn't take *Mortal Kombat* off the shelves. *MK* will sell three or four million copies. We're talking \$150 million-\$200 million in sales. *Night Trap* will sell maybe 400,000 copies over its lifetime. Of course Toys 'R' Us is going to pull *Night Trap*. They're doing something politically correct and something that doesn't cost them a lot of money.

VIDEOGAMES: Did you ever consider casting Corey Feldman instead of Corey Haim?

K.S.: Yeah, we actually did. I don't think he was available at the time.



TOP 10 VIDEO SOFTWARE



1. *Samurai Shodown* by SNK
2. *World Rally* by Capcom
3. *Super Street Fighter II* by Capcom
4. *Gal's Panic 2* by Kaneko
5. *SF II: Turbo Champion Edition* by Capcom
6. *Fatal Fury Special* by SNK
7. *World Heroes 2* by SNK
8. *Neck N' Neck* by Bundra
9. *Daioh* by American Sammy
10. *Warriors of Fate* by Capcom

1. *Indiana Jones* by Midway
2. *Addams Family* by Midway
3. *Wipeout* by Gottlieb/Premier
4. *Tales From the Crypt* by Data East
5. *Judge Dredd* by Bally
6. *Twilight Zone* by Midway
7. *Jurassic Park* by Data East
8. *Creature From the Black Lagoon* by Midway
9. *Last Action Hero* by Data East
10. *Tee'd Off* by Gottlieb/Premier

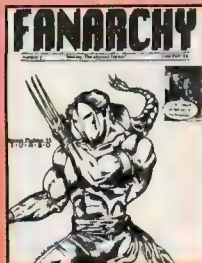
TOP 10 PING PONG



Zine Zone

FANARCHY Issue #2

Straight Outta Arizona, *Fanarchy* claims to "Make the Atypical Typical." Oooh, sounds just like Lollapalooza! Yep, this is a punkish fanzine with lots of opinion and a great story about going to last year's Vegas CES with a parental unit and scamming free product. This zine has humor, which is missing from most of the stiffs in fandom. Send 50¢ or two stamps to: *Fanarchy*, 10 Palo Verde Lane, Globe, AZ 85501.



Game Zero Volume 2, Issue #4

If you want slick and free, *Game Zero* is your magic. The best article was on the mystery of the missing *Hellraiser* game rumored for release back in 1990 for the NES. The review section is deep, but how about some more personality? With nicknames like Ferrari Man and R.I.P., you should really be revving my engine or slaying me with style. Contact *Game Zero*, P.O. Box 169, Columbus, OH 43216.

Transzine Issue #1

I love this zine! Basically, a compulsive's guide to the world of the Transformers, *Transzine* features a complete history of the Trans-

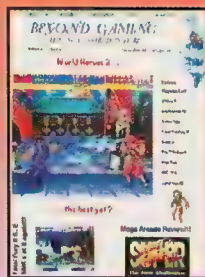
formers using the TV show as a guide. This synopsis is invaluable for any TV trivia buffs out there. There is also a "Real

History of the Transformers" that explains the relationship between Hasbro and Marvel Comics in the production of Transformer toys, cartoons, movies and comics. With reviews of individual episodes, Top 10 lists of the most powerful Transformers and a detailed description of

two transformers, *Transzine* tickled my pink with its informative and entertaining topic. Write to: *Transzine*, 10 Palo Verde Lane, Globe, AZ 85501.

Beyond Gaming Volume 1, Issue #2

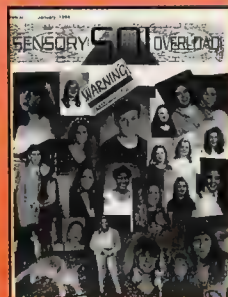
This is another zine that tries to wow you with a color cover and spiral binding. All I can think when I see this is, "This guy is either rich, stupid or both." Sure, it looks kind of flashy, but the extra expense usually doesn't improve the contents—which is the most important part of a zine. We've reviewed *Beyond Gaming* before, but some of its unique qualities seem to have been lost since the first issue. The concentration on Neo•Geo games still hangs on, but the sports emphasis is lost. Too bad. There's a fairly interesting interview with Chad Okada of



SNK. It's not *60 Minutes* or anything, but it's O.K. All in all, *Beyond Gaming* is kind of anti-septic, like the stuff you read at the dentist's office. Send a buck to Ryan Smith, 89 Arundel Place, St. Louis, MO 63105.

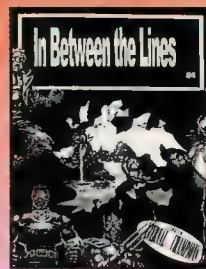
Sensory Overload Issue #1

These folks must be really into themselves, since they plastered pictures of their sweet and innocent high school faces on the front cover. The innards of this zine are really good. The article about puking up fried shrimp at a well-known steak house chain is probably one of the more entertaining articles I've ever read in a gaming zine. There should be more puking stories in fandom and less fandom gossip, which *Sensory Overload* tends to have too much of. Send \$1.50 to: *Sensory Overload*, 2915 E. Allerton Ave., St. Francis, WI 53235.



In Between the Lines Issue #4

How *IBTL* can like both the *Activator* and *Eternal Champions* and give a good review to my favorite zine, *Answer Me!*, makes the hairs on my stomach curl. There are lots of reviews and a good interview with Virgin's musical mouthpiece, Tommy Tallarico, who, as always, speaks his mind. The philosopher on the back page sounds like



The Jungle Issue #1

This is the first all-Jaguar zine to come out; but it's really just a flyer with info on the New York premiere of the Jaguar, third-party licensing, a fighting game preview and two reviews for *Cybermorph* and *Trevor McFur*. If you're a super Jaguar fan, the "Jag Index" will probably interest you, with a complete listing of all the Jaguar articles written in the big kid magazines. Send a SASE to: *The Jungle*, c/o Matthew J. Szewczyk, 18C Boyle Ave., Cumberland, RI 02864-2306.



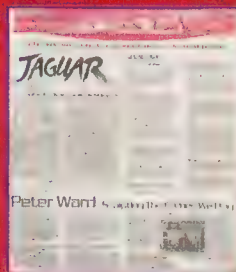
Totally Super NES Volume 2, Issue 5, #12

This is the last issue of *Totally Super NES* and it is a doozy. From the best article, a *Game Fan* vs. *EGM* grammar critique, to the worst, an idiotically stupid attack on a fanzine editor that would be funny if the writer wasn't so pathetic with words. If you're going to argue about sexism, don't call somebody a bitch. It's not very neighborly. The best article in the whole issue is a letter to some guy named Katz. Very funny. Send \$1.50 to *Totally Super NES*, 3216 Colebrook Court, Mississauga, ON L5N3E2 CANADA.



FANZINE EDITORS FORM OWN VERSION OF WRESTLE LEAGUE AMERICA!

hat do the band Black Flag, artist Salvador Dali and the Gaming Enthusiasts of America (GEA) all have in common? They all know (or knew) they do what they do better than anybody else. Black Flag played their own music and started their own record label; Salvador Dali broke away from the surrealist movement, creating his own form of surrealist art; and GEA has started its own organization and newsletter. GEA made a strong showing at the recent Winter CES in Las Vegas with its own slick



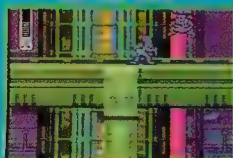
media kits announcing its presence in the video-game industry. GEA is out to prove that a direct link can be made between game players and game companies, providing criticism and feedback directly from players, without the dark underbelly of corruption in mainstream media. Along with the newsletter, GEA has its own constitution, explaining its purpose

as well as proclaiming that it will be a not-for-profit organization.

GEA is proof that the DIY ethic is alive and well in the video-game community. It will be interesting to watch this group of "riot gamers" grow. If you're a riot gamer and you are interested in joining the Gaming Enthusiasts of America, write to: GEA, 316 E. 11th Ave., Naperville, IL 60563-2708.



TOP 10



2. *Madden NFL '94* by EA Sports
3. *Secret of Mana* by Square Soft
4. *Lufia: Fortress of Doom* by Taito
5. *Mortal Kombat* by Acclaim
6. *NBA Showdown* by EA Sports
7. *NHL Hockey '94* by EA Sports
8. *Romance of the Three Kingdoms III* by Koei
9. *Street Fighter II Turbo* by Capcom
10. *Tecmo Super Bowl* by Tecmo

TOP 10

2. *Madden NFL '94* by EA Sports
3. *Mortal Kombat* by Acclaim
4. *Eternal Champions* by Sega
5. *Sonic Spinball* by Sega
6. *NHL Hockey '94* by EA Sports
7. *Tecmo Super NBA Basketball* by Tecmo
8. *Tecmo Super Bowl* by Tecmo
9. *PGA Tour Golf II* by EA Sports
10. *Disney's Aladdin* by Sega

TOP 10

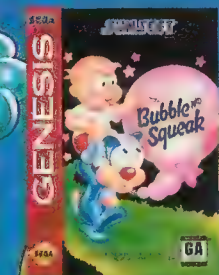


GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to **get** the enchanted land of Groot from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



SUNSOFT®



*Dear Betty
mark me
absolutely
anything!*

We get a lot of different letters here at *VideoGames*, not all of which can be answered in *Soundboard*. Because of this problem, I, Betty, have taken it upon myself to answer any questions you readers have for me. Don't be shy; I'm not. Just mark your letters Attention: Betty for some of my *special* attention.

Dear Betty,

I decided to grow my hair long because I wanted to do something different. But ever since, my parents have been giving me a lot of flack. They're always telling me that I'm ugly or that I secretly want to become a woman. How am I supposed to handle this?

—Demitrius
Cleveland, Ohio

Dear Demitrius,

I hope you know just how ignorant your parents are. You can do whatever you want with your hair, and it's absolutely none of their business. I'm sure you look fabulous. And besides, what's wrong with wanting to become a woman?

Dear Betty,

I have some really big problems. Please give me some advice.

1. Everybody in my classes teases me because I like *Sonic*. They say that I shouldn't be in the seventh grade and that I should be in the first grade.

2. There are these two girls that actually like me. They follow me everywhere! They are in all my classes. At lunch, they always sit at the same table as me. Finally, one day at a comic-book store I was playing the *X-Men* arcade game and one of them asked me out! What should I do? Please help me out. And thank you very much for your time.

—Ryan
Portland, Oregon

Dear Ryan,

Don't worry about the *Sonic* problem. I like *Sonic*, and I'm in the 17th grade. Besides, it sounds like you're the one who's got it going on with the ladies. You should definitely accept her invitation. I think you'll be glad you did. She probably likes *Sonic* too.

Dear Betty,

I've got this major problem. I'm 14 years old and live in a town of less than 500 people. Three blocks away from my house is Main Street. My dad won't let me go there (with my friends) after dark. How can I assure him that I won't get hurt?

—Leroy
Allentown, Kansas

Dear Leroy,

What happens in Kansas after dark anyway? Just kidding. But maybe you should mention that to your dad. And maybe you could compromise on some kind of cur-

Replay

MATTEL'S HANDHELD SPORTS GAMES—

So you think self-contained portable video games are the new kids on the block, huh? Well, let's revisit the not-so-distant past, and test your early video prowess.

Mattel Electronics' vast array of handheld sports games was first introduced in 1977 with a game called *Auto Race*. All of these now-classic games used light-emitting diode (LED) technology, which, albeit crude compared to today's colored liquid crystal display (LCD), was hotter than a ticket to the Super Bowl.

It all started with three guys in the mid-1970s at Mattel's home base in Los Angeles. One was Richard Chong, an engineer in Mattel's Preliminary Design Group, and another was Josh Denham, vice-president of Mattel Toy Operations. Mattel also had a very talented production manager by the name of Howard Cohen, who also oversaw quality control, contracts and packaging design for these early handheld electronic marvels.

The initial games (mostly sports games) were based upon a presentation to Mattel by Rockwell International in Orange County, California. Rockwell, being a huge Uncle Sam military contractor, foresaw that Mattel could use Rockwell's LED segments, mounted on circuit boards and powered by batteries. The toy industry offered very high-volume usage of what were usually low-volume, specialized military products.

Initial production began in late 1977 in Hong Kong with two Chinese companies; they were brought together with Rockwell and National Semiconductor.

The first game orders were based upon a combination of marketing inputs which were generally negative. The giant retailer Sears did a computer study that predicted that Mattel's new line of handheld games would be as popular as your next scheduled visit to the dentist for a root canal! So 250,000 Mattel *Electronic Football* and 125,000 *Auto Race* units were ordered. Disaster hit at Mattel when big bad Sears reduced its order from 100,000 games down to 25,000 in early 1978.

In March 1978, the first LED handheld portable games by Mattel rolled into consumer hands. I was one of those lucky ducks to purchase one of the early runs of *Football*. Wow, what a blast! I pulled the game out of the box, popped in my trusty 9-volt battery and went for it! Okay, it's the big game! The computer's on defense, you



few. By the way, do you have to ride 40 miles on your bike just to get this magazine?

Dear Betty,

My girlfriend said she'd give me her phone number, but she said if her mom found out she had a boyfriend her mom would freak. Do you think her mom would freak?

—Rocko
Thousand Oaks, California

Dear Rocko,

I don't see why her mom would freak. What you've got to do is take control of the whole situation. Tell your girlfriend you can handle her mom. You can't let her mom control *your* life. And also tell your girlfriend to cough up the phone number. I don't think she qualifies as your girlfriend if you don't have her phone number. Also take into consideration that maybe she just doesn't want to give it to you. How do you like them apples?

and your challenger are the offensive ball carriers. Cut back, speed up, avoid tacklers, run for daylight into the end-zone—touchdown! The next thing you heard was a "Victory Charge," and then you would toss the game to your buddy to see if he could tie your score!

Consumer response to the initial games was enthusiastic. Only three days after retail release, Sears called Mattel and asked Howard Cohen how soon they could get 500,000 more *Football* games! No one in Howard's office believed him!

Needless to say, the Adam & Eve of self-contained, portable handheld games was a monstrous success. Mattel never could fill all of the orders it received in 1978. During the 1978 Christmas buying season, Mattel sports games were commanding five times the retail price due to the demand. In 1978, Mattel delivered 1.8 million units, approximately 750,000 more than the company thought possible. It was a very merry Christmas for executives at Mattel and for those lucky enough to find a Mattel Electronics game under their tree on Christmas morning.

Even though *Electronic Football* met with huge success, there were mistakes made. Though he definitely had the technical brains for chips and LEDs, designer Richard Chong wasn't much of a sports fan. He designed the game without knowing how to play football and, thus, didn't know how many yards you have to run for a first down. Richard designed the playing field with only nine yards (a 90-yard field) for a first down instead of ten! Once Mattel realized its embarrassing mistake, it was too late, as production had already begun. Richard Chong was only interested in visual effect balanced against screen size. This mistake did not hurt his career, however, as his talent enabled Mattel to produce many well-known toys, including the first Intellivision systems.

The initial manufacturing cost for Mattel's sports and nonsports games was \$12.10, wholesaling for \$24.95 with a retail selling price of \$35. Due to streamlined manufacturing methods and incredible demand, the cost dropped within a year to \$7.20, with a wholesale of \$14.95 and a Toys 'R' Us retail of \$19.95.

As electronic technology moved on, Mattel and other toy manufacturers like Coleco (remember "Head-to-Head" sports games?) could no longer compete with the up-and-coming liquid crystal display screen. LCD offered higher resolution and a two-dimensional graphics package. And, best of all for game manufacturers like Mattel, a comparable LCD game could be made for under \$5—less than the more expensive LED. The original Mattel LED games and their manufacturing rights were sold off to other companies.

It was a fun ride while it lasted, but, in the end, LED "flip" games faded into history as the new "high-tech," early-1980s LCD systems were beginning to flex their muscles.

BY BRUCE GREENBERG



THE MOST POPULAR MATTEL SPORTS GAMES

These early handheld games are fast becoming collectibles, as mint condition to unused, old stock examples are in hot demand. The following list shows a few of the most popular Mattel LED handheld sports games.

	Year	Retail Price	Estimated Collectible Value
<i>Electronic Football</i>	1978	\$19.95-	\$40.00-
		\$35.00	\$100.00
<i>Electronic Hockey</i>	1978	\$19.95-	\$30.00
		\$35.00	\$40.00
<i>Electronic Basketball</i>	1978	\$19.95-	\$30.00
		\$35.00	\$40.00
<i>Electronic Baseball</i>	1979	\$19.95-	\$35.00
		\$35.00	\$40.00
<i>Electronic Soccer</i>	1979	\$19.95-	\$40.00
		\$35.00	\$40.00
<i>Electronic Football II</i>	1978	\$24.95-	\$40.00
		\$35.00	\$100.00

For more information on handheld electronic games and video-game systems, contact Bruce Greenberg at: Bruce Greenberg, Toytronics Inc., 1308 N.E. 134th St. Suite D, Vancouver, WA 98685; fax (206) 576-1984.



TOP 10 GAME BOY



1. Kirby's Pinball Land by Nintendo
2. Kirby's Dream Land by Nintendo
3. Kirby's Pinball Land by Nintendo
4. Tetris by Nintendo
5. Super Mario Land 2 by Nintendo
6. NFL Quarterback Club by Acclaim
7. Super Mario Land by Acclaim
8. Spider-Man/X-men Arcade's Revenge by Acclaim
9. Mortal Kombat by Acclaim
10. Legend of Zelda: Link's Awakening by Nintendo

TOP 10 SEGA

1. Road Rash by U.S. Gold
2. Jurassic Park by Sega
3. Winter Olympics by U.S. Gold
4. Star Wars by U.S. Gold
5. Desert Strike by EA
6. Mortal Kombat by Acclaim
7. PGA Tour Golf by Tengen
8. World Cup Soccer by Tengen
9. Road Runner Desert Speedtrap by Sega

TOP 10 GAME GEAR



SOUNDBOARD

A Classic Collector

I have an Odyssey² that my grandpa had given to me along with 11 games. I was wondering if I should hang on to them as collector's items. What do you think? Also, what was the first game system made?

—Jason Kaplan
High Point, North Carolina

Definitely hang on to the Odyssey², Jason. With the Vectrex and other "classic" video-game systems going up in value, some of the more obscure machines are sure to follow. The first programmable home video-game system, by the way, was the predecessor of the machine you currently own: the original Odyssey, by Magnavox.

Everybody Has Their Own Opinion

I have never written to complain about a review before, but I feel the review of *Beauty and the Beast: Belle's Quest* in your February 1994 issue was not completely fair. I am the father of three kids; my two sons and I are video-game fanatics, but my daughter is not into gaming as much as we are. She hates frantic button pushing and most games piss her off—she wants to join in the fun, but her idea of entertainment differs from ours. I bought her *Belle's Quest* for Christmas and she said she liked it, but after I read your review (in which you said it was sexist and suggested not to rent it) I thought maybe my daughter was just saying she liked the game to spare my feelings. So I let her read your review, and she defended her game with all the passion of a true gamer defending any street fighting game. I think you should allow for a rebuttal of the five-and-under rated games. If I had seen your review before buying the game, I never would have bought it...and my daughter would have missed out on a great Christmas present.

—Michael Anderson
Newark, Delaware

We stand by our reviewers' opinions, but there are some games that some people love and others hate. Keep in mind that a review in any magazine is simply an educated opinion. It's not intended to make your purchasing decision for you; rather, it's qualified information that you can use to make your own decisions. You're bound to disagree with some of our reviews from time to time, but as you become more familiar with our rating system and reviewers' criteria, the information will become more valuable to you. Our goal is not to tell you which games you should or should not buy; what we aim to deliver is an accurate description of the good and bad points of a particular title, then we try to see if the pluses outweigh the minuses. What we perceived as big minuses in *Belle's Quest* may have been completely unimportant to your daughter—if you have a good idea of why you like the games you like, you'll get the most out of our reviews.

Your idea for a reader rebuttal to our reviews is interesting, however. If we get a good enough response in our letters section to some reviews, maybe we could include a readers' review section in the magazine. If people write in with well-thought-out opinions on games, perhaps we can work something out. Readers?

Ooops!

Chris Gore's review of *Clay Fighter* in your December issue erroneously states on page 65 that "the characters [in *Clay Fighter*] were sculpted and photographed at Will Vinton Studio." In fact, the *Clay Fighter* characters were designed, sculpted and photographed by Danger Productions, which performed all of the animation for *Clay Fighter*. Will Vinton Studios was not at all involved in the *Clay Fighter* project.

It is extremely unfortunate that your reviewer credited the wrong company with animation described as

"amazing." Danger Productions Inc. requests that you print a correction crediting Danger Productions with the animation (including character design, sculpting and photography) of *Clay Fighter* prominently in your next issue.

—Wendy Bleiman
General Counsel
Danger Productions Inc.
Brisbane, California

Sorry about that, Wendy. Some lines got crossed between talking with Interplay and writing the review. Fortunately, in the Mechanics section on page 11 in that same issue, Danger Productions was properly credited, and was also mentioned several times in the strategy guide beginning on page 54. We sure did love the game, though...Bravo!

VideoGames: Ripping the System

I read both the letter from California Attorney General Daniel Lungren and your reply to it in the February 1994 issue of *VIDEOGAMES*. I would like to take this opportunity to commend you on the excellent response to Attorney General Lungren's letter. Thank you for your courage and leadership on this issue. Keep speaking the truth.

—Dr. Philip Rubin
Fairfield, Connecticut

A New Lynx?

I must congratulate you on your excellent magazine; I love all the changes. I have a few questions about the Atari Lynx. (I own the original Lynx and have a small library of games.) I recently heard from a friend that Atari was making a "Lynx 3" that could play CD games. Is Sony involved? Is Atari really making a CD Lynx? Will the original Lynx be compatible with CD games? If so, how much will it cost? I also heard Atari was making a fourth Lynx that has something to do with computers. Is this true? Well, I know you won't print this, but I would really like a response.

Doug Edsey
Park Ridge, Illinois

Whoaaa...your friends are telling some pretty tall tales, Doug. Atari's portable is still alive, but Lynx activity is nowhere near as high-gear as these rumors would have it. Atari has yet to explain the ComLynx capabilities of its 64-bit Jaguar, though; there's speculation that the Jaguar may be able to use the Lynx as some kind of intelligent controller. Imagine playing a football game on the Jaguar and selecting plays on the Lynx screen so your opponent can't see. It could actually happen...



MK II Addiction

Recently, I heard of the new *Mortal Kombat II* coin-op game. I am now addicted to it. Even though I didn't play—because the line was so long—I still love it. I was wondering if you could tell me all of the special moves. I know you are not supposed to, but please—I am begging you.

—Asa F. Freed
Miami, Florida

You should be really stoked when you see this issue, Asa. Keep looking to our pages for the most complete *Mortal Kombat II* coverage anywhere!

TOP 10 SEGA CD



1. *Dragon's Lair* by ReadySoft
2. *Ground Zero Texas* by Sony Imagesoft
3. *Jurassic Park* by Sega
4. *Lethal Enforcers* by Konami
5. *Sonic CD* by Sega
6. *Bill Walsh College Football* by EA
7. *Prize Fighter Video Boxing* by Sega
8. *WWF Rage in the Cage* by Acclaim
9. *NFL's Greatest: San Francisco vs. Dallas* by Sega

TOP 10 NES

1. *Kirby's Adventure* by Nintendo
2. *Caesar's Palace* by Virgin Games
3. *Championship Pool* by Mindscape
4. *Super Mario Bros. 3* by Nintendo
5. *Nigel Mansell's World Championship Racing* by GameTek
6. *Pro Sport Hockey* by Jaleco
7. *Star Trek: TNG* by Absolute
8. *F-117 A Stealth Fighter* by MicroProse
9. *Tetris* by Nintendo

TOP 10 NES



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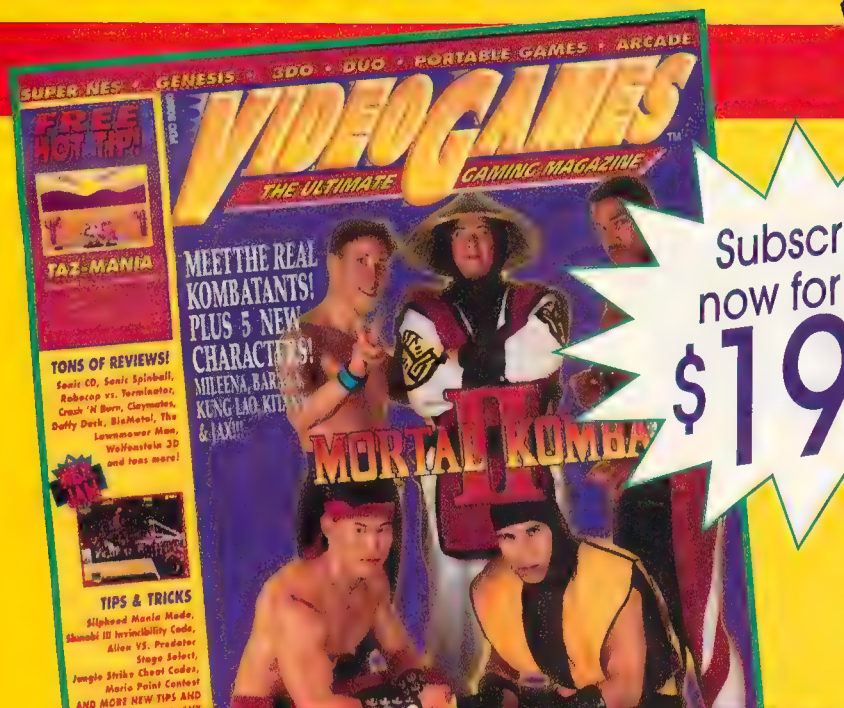
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TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at **VIDEOGAMES**, Attn: **Tips & Tricks**, 5171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you \$10!

BY CHRIS BIENIEK AND ZACH MESTON



(KONAMI FOR THE SUPER NES)

Boss Code!

To play as the "boss" characters in the Super NES version of *Tournament Fighters*, press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2** at the title screen. Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted).



Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2**



Now you can play as a boss character in the "Vs Battle" or "Watch" mode!



Rat King's Fire Kick: **A** (while in midair)



Rat King's Rodent Suplex: **Hold ↓, press B**



Rat King's Rat Bomber: **← ↓ ↘ → + Y** or **X** (in close)



Rat King's Ultimate Attack Move: **X+A** (when ultimate-attack gauge is full)



Karai's Sliding Punch/Kick: **Hold ←** and press **any attack button**



Karai's Diving Throw: **Y+B** simultaneously **Hold ↓, press B**



Karai's Atomic Fist Dive: **X+A** simultaneously



Karai's Ultimate Attack Move: **X+A** (when ultimate-attack gauge is full)



HINT HOTLINES!

Are you still having trouble with your favorite game? Well, **VIDEOGAMES** doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.

(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES,

Super NES or Game Boy.

Sega of America Inc.

(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.

(900) 737-ATARI

HOURS: 24 hours a day, seven days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus

with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.

(310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts

(900) 288-HINT

HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline)

(900) 288-GAME

HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES

Data East

(900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including Side Pocket and High Seas Havoc.



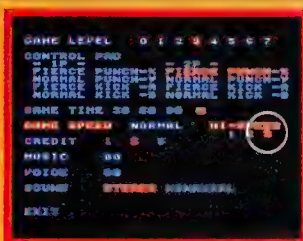
(KONAMI FOR THE SUPER NES)

Hyper Speed Mode!

Also at the SNES *Tournament Fighters* title screen, try entering the time-honored "Konami Code" on **controller 2: Up, Up, Down, Down, Left, Right, Left, Right, B, A**. Next, choose the "Options" screen and you'll find a new setting ("Hi-Speed 3") at the "Game Speed" option.



Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on Controller 2.



Find the new speed setting in the game's option menu.



It's "Hyper Fighting" action for Turtle fans!

STELLAR-FIRE

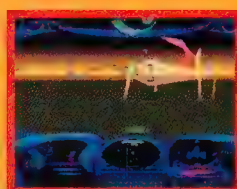
(DYNAMIX FOR THE SEGA CD)

Stage Select!

To start on any stage in this Sega CD sci-fi shooter, go to the Start Game/Difficulty menu and highlight the word "**Normal**." Next, press **A** to cycle through the different difficulty settings and hold the **A** button down when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word "**Normal**" still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage, and so on.) Next, choose "Start Game" to play the selected stage!



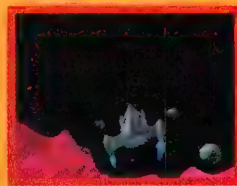
With the word "Normal" on the screen, hold **A+C+START** and press **Up**.



Each chime indicates a skipped stage!



Press **Up** six times to start at the final stage: Arctura, home planet of the Draxon.



Press **Up** seven times to watch the ending sequence, with cool morphing effects of the designers' locales!

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

TOTAL CARNAGE (T•HQ for the Super NES)



C932-341E—Infinite lives
4029-3F12—Infinite time bombs
D6B3-C764—Shields last longer

BATTLETOADS (Tradewest for the Genesis)

C0B1-AA5A—Infinite lives
PT7T-AA54 + CKHA-AA5J—Take less damage
BYZT-AA04—Start on Level 13

CHUCK ROCK 2 (Virgin for the Game Gear)



3A0-45A-2A2—Infinite milk
3AE-5CE-2A2—Start with the Game Genie off, get hit, and then turn the Genie on while you are invincible

TITUS THE FOX (Titus for the Game Boy)

093-D5A-E66—Start with nine lives
FA3-DCA-E6A—Start the first level with a 250-point bonus
003-BAF-5D4—Start on Level 1, Part 2



(TRADEWEST FOR THE NES)

Secret Warps!



Enter one of the secret warp cheats at the Character Select screen.



Hold **Up+A+B+START** to start with five lives.



Press **B, A, Down, B, Up, Down** for the Super Warp.



Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp.



Start at any stage with extra lives in reserve!

There are three different "warps" in the 8-bit version of this action-packed beat-'em-up—each one can be accessed through the Character Select screen.

- For the Standard Warp, pick a character and press and hold **Up+A+B+START** until the game begins; this starts you with five lives instead of three.

- For the Super Warp, press **B, A, Down, B, Up, Down** at the Character Select screen. Pick a character, and you'll be sent to the Super Warp screen to choose a starting level through Stage 5-2. You'll also start the game with five lives instead of three.

- For the Mega Warp, press **Down, Up, Up, Down, A, B, B, A** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

Please be aware that these secret warps won't allow you to see the game's "true" ending; when you beat the Dark Queen, you'll be told that you cheated and that you should try to beat the game without the warps!



(TRADEWEST FOR THE GENESIS)

Secret Warps!



Enter one of the secret warp cheats at the Character Select screen.



Press **B, A, Down, C, A, Down** for the Super Warp.



Press **Down, Up, Up, Down, C, A, B** for the Mega Warp.



Start at any stage with extra lives in reserve!

There are two secret "warps" in the Genesis version of *Battletoads/Double Dragon*—like the NES, these can also be accessed through the Character Select screen.

- For the Super Warp, press **B, A, Down, C, A, Down** at the Character Select screen. Pick a character, and you'll be sent to the Super Warp screen to choose a starting level through Stage 5-2. You'll also start the game with five lives instead of three.

- For the Mega Warp, press **Down, Up, Up, Down, C, A, B** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

Again, these secret warps won't allow you to see the game's "true" ending; when you finish the game, the Dark Queen, accuses you of cheating and suggests that you try to beat the game without the warps!

Secret Warps!



(TRADEWEST FOR THE SUPER NES)



Press **Up, Down, Down, Up, X, B, Y, A** at the Character Select screen.



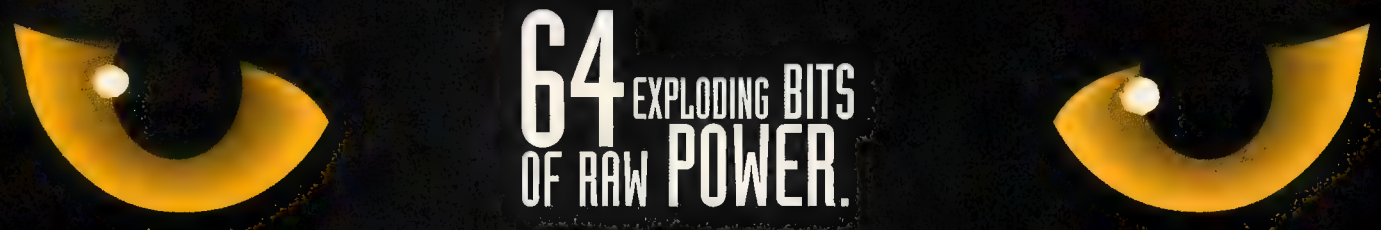
It's the hidden Mega Warp menu!



Start at any stage with ten lives in reserve.

As in the above tips, the Super NES version has just one warp—but it's the only one you'll need. Simply press **Up, Down, Down, Up, X, B, Y, A** at the Character Select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start the game with ten lives instead of three.

Don't forget to try beating the game without cheats later; there's nothing more humiliating than beating a game and having the final boss call you a cheater!



64 EXPLODING BITS
OF RAW POWER.

16.7 MILLION
BRAIN BURNING COLORS.

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU **BLOW CHUNKS.**



**YOU'VE BEEN
WARNED.**

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You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
— Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD.
LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR 64-BIT.

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"Perfect"
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You can't live with 'em.
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Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

THE NAME IS McFUR. TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR

6 4 - B I T

GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #107 ON READER SERVICE CARD.

COMING SOON FOR JAGUAR.

CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.



ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien; the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

"CES Game of the Show"
—Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



For game tips and hints, call 1-900-737-ATARI. 95¢ per minute.
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CIRCLE #108 ON READER SERVICE CARD.

PINK PANTHER is PINK GOES TO HOLLYWOOD

(TECMAGIK FOR THE SUPER NES)

Check out these red-hot tips and tricks from the SNES version of *Pink Goes to Hollywood*:

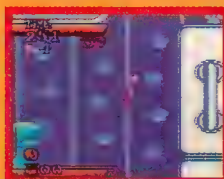
- Plug in Controller 2 and start the game with Controller 1. Press **B** on **Controller 2** while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the **Y** button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press **B** again on Controller 2 to get out of "Exploration Mode."

- To make the Pink Panther invincible, simply hold the **L** button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

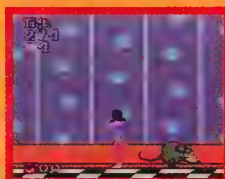
- To play in slow-motion, hold the **R** button on Controller 2.

- To access a stage-skip option, simply hold **SELECT** and press **START** on Controller 1 during the game. You'll be sent to the beginning of the next level!

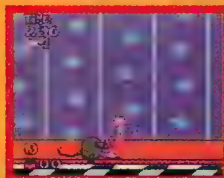
Top-Secret Cheats!



Press **B** on Controller 2 to access "Exploration Mode."



Hold **L** on Controller 2 for invincibility!



Hold **R** on Controller 2 for slow-motion.



Hold **SELECT** and press **START** on Controller 1 to skip to the end of the current stage!

Top-Secret Cheats!

PINK GOES TO HOLLYWOOD

(TECMAGIK FOR THE GENESIS)

The Genesis version of *Pink Goes to Hollywood* has plenty of super-cool cheats, too! Check 'em out: First, plug in two controllers. Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. If you hear a crashing sound after the TecMagik logo fades out, the cheat is in place.

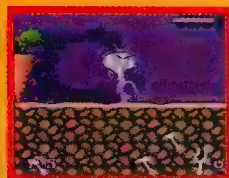
Start the game, then press **START** to pause. While the game is paused, you can press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu! Here's a breakdown of where the numbers in the stage-select menu will take you:



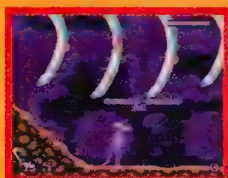
Hold **A+C** on Controller 1 and **B** on Controller 2, then turn the Genesis on—listen for the crash!



Press **A** while paused to refill your health meter.



Press **B** while paused to become invincible.



Press **C** while paused for a stage-select menu!

00—Honey, I Shrunk the Pink!	14—Sound Stage/Polter Pink
01—Cat on a Hot Pink Roof	15—Sound Stage/Pink Ranger
02—Pinkstein	16—Sound Stage/Pink Beard
03—Pink Ranger	17—Sound Stage/Jungle Pink
04—Pink Lemonade	18—Sound Stage/Cat on a Hot Pink Roof
05—Pink Beard	19—Sound Stage/Pink Hood
06—Polter Pink (lower)	20—RESET
07—RESET	21—Polter Pink (upper)
08—Jungle Pink	22—Winning screens
09—Pinkin Hood	23—Game Over!
10—Refrigerator	
11—Stuffing Battle	
12—RESET	
13—RESET	

Pro ACTION REPLAY CODES

For use with Datel's Pro Action Replay Game Bustling Cartridges

JURASSIC PARK (Ocean for the Super NES)



7E02-8B08—

Pick up a weapon

7E02-9508—Shotgun

7E02-9708—Spread weapon

7E02-DB00—Infinite energy outside of the building

BART VS. THE SPACE MUTANTS (Flying Edge for the Game Gear)

00C0-1003—Infinite lives
00C0-1E00—

Painted items are in zero
00C0-1201—Infinite paint
00C3-9E09—Infinite timer
(switch Action Replay off at the end of a level)

00C0-1101—Infinite coins
00C0-1301—

Infinite cherry bombs

00C0-1401—Infinite rockets

00C0-1501—Infinite wrench

00C0-1601—Infinite keys

00C0-1701—Infinite magnet

00C0-1801—Infinite whistle

00C4-3B00—

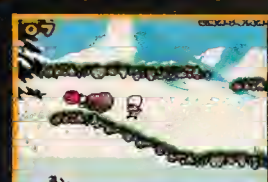
Moonwalking Bar

FLINTSTONES (Taito for the Sega Genesis)



7F015-50004—
Infinite energy

OUT TO LUNCH (Mindscape for the Super NES)



7E00-8A9A—Infinite time
7E00-8B03—Invincibility



(PSYGNOSIS FOR THE GENESIS)

Spell Chart!

Thanks to Zach, *VIDEOGAMES* readers can now enjoy the confidence that comes with knowing the results of all of the magic spells in Psygnosis' *Wiz 'n' Liz*. To find out what happens when you combine two ingredients in the cauldron, refer to our handy chart and compare the number to the list of results below. The blue numbers indicate hidden subgames!



the wabbit in the middle of the screen and shoot everything around you.

one of the three weights and pray you don't get crushed.
74: Random Extra Points.
75: One Second Extra Time and 300 Stars.

90: Magic Sapphire.
91: Stormy Weather!
92: Not a Sausage.
93: Magic Mushrooms.
94: 30 Seconds Extra Time.
95: No Dying Wabbits.
96: "Splat Those Dudes" Subgame—Throw ten apples at the two guys to score points. Hit Puggsy a number of times for an extra life.
97: "Snakes Alive" Subgame—Gobble up the numbers for points and watch the snake grow. Hit the edge of the screen or any part of the snake and you lose.
98: 40 Seconds Extra Time.
99: One Point.



- 1: Open Exit Door (or Points).
- 2: Friendship Spell.
- 3: Me and My Shadow!
- 4: Fruit Randomizer.
- 5: Magic Ruby.
- 6: Fruit Returner Spell.
- 7: 75 Stars.
- 8: 100,000 Points.
- 9: 150 Stars.
- 10: 5,000 Points.
- 11: Time Doubler (works once only).
- 12: Open Shop (or Points).
- 13: Toggle Grass Land Door.
- 14: Free Bonus Letter.
- 15: Double Banana Round.
- 16: Toggle Snow Land Door.
- 17: 200 Stars.
- 18: 10,000 Points.
- 19: 125 Stars.
- 20: Extra Life.
- 21: Ha Ha!
- 22: One Star.
- 23: Fruit Increaser Spell.
- 24: 5 Stars.
- 25: 50,000 Points.
- 26: 45 Seconds Extra Time.
- 27: All Bonus Letters.
- 28: Magic Diamond.
- 29: Open Hint Shop (or Points).
- 30: Turns Fruit into Points.
- 31: Nothing!
- 32: "Catch" Subgame—Catch all the wabbits falling out of the air. The subgame ends when you miss ten wabbits.
- 33: Slow Timer.
- 34: Toggle Temple Land Door.
- 35: Turn Fruit into Time.
- 36: Tortoise.
- 37: 50 Stars.
- 38: Safe Spell.
- 39: It's the Lemmings!
- 40: Gween Wabbits.
- 41: Game Over?
- 42: Toggle Dead Land Door.
- 43: Confucius.
- 44: 5 Seconds Extra Time.
- 45: "Wabbitoids" Subgame—Steer

51: Point Doubler (works once only).
52: 20 Seconds Extra Time.
53: "Wabbit Invaders" Subgame—Shoot the



	1	2	3	4	5	6	7	8	9	10	11	12	13	14
apple	15	16	17	18	19	20	21	22	23	24	25	26	27	
avocado	28	29	30	31	32	33	34	35	36	37	38	39		
banana	40	41	42	43	44	45	46	47	48	49	50			
cabbage	51	52	53	54	55	56	57	58	59	60				
carrot	61	62	63	64	65	66	67	68	69					
cherry	70	71	72	73	74	75	76	77						
lemon	78	79	80	81	82	83	84							
mango	85	86	87	88	89	90								
mushroom	91	92	93	94	95									
onion	96	97	98	99										
orange	100	101	102											
pear	103	104												
potato	105													
strawberry														

invading wabbits out of the air.
54: Blue Wabbits.
55: Fruit Preserver Spell.
56: Turns Fruit into Stars.
57: A Bunch of Bananas.
58: 80 Stars.
59: One Star and 100,000 Points.
60: Sound Test.
61: Star Doubler (works once only).
62: Toggle Mine Land Door.
63: 175 Stars.
64: Toggle Lunar Land Door.
65: 20,000 Points.
66: Skip-a-Level Spell.
67: One Second Extra Time.
68: Disassembly.
69: "Bounce" Subgame—Juggle the wabbits in the air as long as possible.
70: Trip-a-Tron.
71: "Guesser" Subgame—Answer the mundo bizarro questions correctly to win 50 Stars.
72: Double Stars (one level only).
73: "Chance" Subgame—Choose

76: Random Extra Stars.
77: Swap Bonus Letters.
78: "Wheel Spin" Subgame—Spin the wheel and hope you get something good.
79: Magic Emerald.
80: 100 Stars.
81: Random Extra Time.
82: Toggle Desert Land Door.
83: 250,000 Points.
84: Double Time Icons (one level only).
85: One Point and 60 Seconds Extra Time.
86: 250 Stars.
87: 50 Seconds Extra Time.
88: "Tube Skiing" Subgame—Avoid the obstacles and pick up the bonuses as you shoot the tube.
89: No Map!

A: Don't forget, the A button drops you through a platform.
B: Remember to make a note of passwords.
C: The most time you can have is three minutes.
D: Fruit lasts for three rounds only.
E: When you run out of time, run around for the shining "extra time" ball.
F: Mix banana and apple to go shopping.
G: Stand under the leaves of the Freaky Flower to be safe.
H: Try an apple and orange for a bit of variety.
I: When paused, hold A, B and C to quit.
J: Try a banana and apple for more stars.
K: Make sure you always save a dying wabbit, or else all your letters will be lost!
L: Don't forget that your fairy always shows the shortest route to the dying wabbit!
M: Collect all four gems for a mega bonus.
N: Before you have the magic word, a dying wabbit will always release a letter.
O: To make wabbits more valuable, mix a "wabbit coloring" spell.
P: Collect everything in the bonus round for an extra life.
Q: In "Splat Those Dudes" hit Puggsy a lot for an extra life.
R: In "The Color of Magic" hang around for awhile.
S: Try a pair of pears to keep what you find.
T: Try a mushroom and a banana for an exception to time flying.

100: "What's That Pong?" Subgame—Use the paddle at the bottom of the screen to keep the ball on the screen.
101: "Gold Rush" Subgame—Stop the columns at the top as they are colored in.
102: "Finder" Subgame—Similar to the card game Concentration.
103: Wed Wabbits.
104: Toggle Tree Land Door.
105: 10 Seconds Extra Time.

Hint Shop Hints!



TIPS & TRICKS

Secret Options Menu!

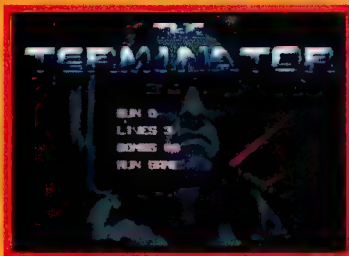


(VIRGIN FOR THE SEGA CD)

To uncover a hidden option menu in the Sega CD version of *The Terminator*, hold the D-pad to the **Right** at the Start Game/Options screen, then press **B, C, B, B**. Release the D-pad, and the cursor will change from an arrow into a square. Press **START**, and you'll find the secret menu, which allows you to equip yourself with three different types of guns, up to nine extra lives and up to 98 bombs!



Hold **Right**, press **B, C, B, B** and release.



Press **START** to find the hidden option menu.

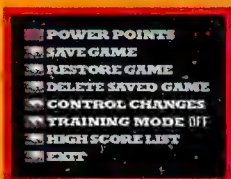


Start the game with more lives, more bombs and a more powerful gun!

Prize Fighter

(SEGA FOR THE SEGA CD)

Digital Pictures continues to delight Sega CD owners with hidden video clips; this one's a real treat because it's a full three minutes long and it's in color! (Aside from the footage in this Easter egg sequence, the full-motion video in *Prize Fighter* is in black and white.) To watch it, simply press and hold **A, B, C** and **Right** at the Options menu—you must press the buttons in that specific order and continue to hold each button down until the hidden sequence begins.



Press and hold **A, B, C, Right**.



You'll see documentary footage about the making of the game!



The full sequence is just over three minutes long...



...and—unlike the rest of the game—it's in color!

Hidden Video Scenes!



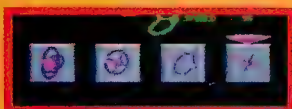
(PSYGNOSIS FOR THE SEGA CD)

Passwords!

Reader Fred White of Manhattan Beach, California, sent in these hard-earned *Microcosm* passwords; thanks for taking the time to draw them, Fred!



The Lung



The Heart Valve



The Brain



CODES

For use with Datel's Pro Action Replay Game Busting Cartridges

WOODY POP

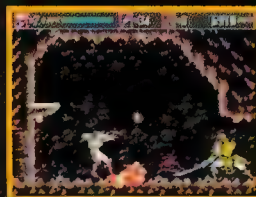
(Sega for the Game Gear)



00C8-4FXX—Replace XX to alter the ball speed
00C8-4503—Morphing ball

SHINOBI 3

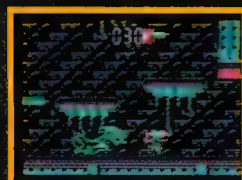
(Sega for the Sega Genesis)



FF37E-00003—Infinite lives
FF37E-90010—Infinite energy
FF37E-30032—Infinite shurikens
FF37E-60001—Infinite magic

ALIEN²

(Arena for the Game Gear)



00C4-6A46—Ripley is invincible
00C4-2B99—Infinite missiles

WWF ROYAL RUMBLE

(LJN for the Super NES)



7E00-3AXX—XX changes the character. Replace XX with even numbers only ranging between 00-16
7E00-3D01—Superfast walk
7E02-3101 + **7E02-7BD9**—Put the wall in the ring so that your opponent cannot reach you



Super Cheats!



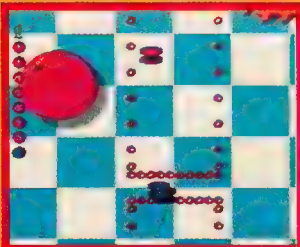
(CODEMASTERS FOR THE GENESIS)

There are some great cheats in the Genesis version of *Micro Machines*; each one can be activated by pressing **START** to pause the game and entering a special code.

- Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives.
- Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle; you'll notice a higher top speed.
- Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level.
- Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a **much** higher difficulty level!
- Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling.
- Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power. When you crash into another car, you'll send it halfway across the screen!



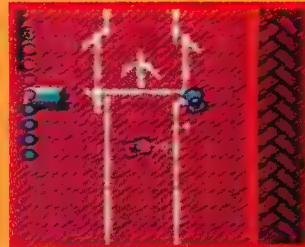
Enter our fabulous cheats after pressing **START** to pause the game.



You can give yourself a much faster vehicle...



...or infinite lives in the Challenge mode.



Try the "extra crash power" cheat to knock 'em out of your way!

TIPS & TRICKS

KILLER KOMBO\$

In every issue of *VIDEOGAMES*, we'll feature our readers' best fighting game combination attacks in *Killer Kombos*, the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS (KONAMI/SNES)

★ 30% DAMAGE ★

"Aska's Uppercut Combo" was sent in by Marco Zablan of Los Angeles, California—Marco wins a set of Acclaim's Super NES Dual Turbo wireless controllers. Jump in with a strong kick, then duck and deliver a strong punch and immediately follow with a spinning uppercut. Cool combo, Marco—keep 'em coming!



Press **Z** to jump.



Press **down** and press **B**.



Crouch down and press **Y**.

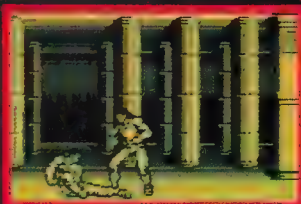


Press **down** and press **B** again.

RAGING FIGHTER (KONAMI/GAME BOY)

★ 35% DAMAGE ★

This Killer Kombo comes from Peijing Tu of Syracuse, New York, who wins a set of Dual Turbo wireless controllers for his Genesis—good job, P.T.! Using Vandal as your fighter, hold **Down** and perform two sliding kicks in quick succession; if this doesn't knock your opponent down, finish the combo with a Windmill Whipper!



Hold **down** and press **A**.



Hold **down** and press **A** again.



Press **down** and press **A** again.



A Killer Game Boy Kombo!



(ATARI FOR THE JAGUAR)

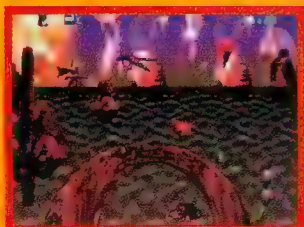
Super Cheats!

You'll need two controllers to access this special cheat mode in Atari's highly visual shooter, *Start* by pressing **1, 1, 9, 3** on Controller 1 at the title screen. (11/93—get it? It's "Trevor's birthday.") Once that code is in place, start the game and you can enter all sorts of special cheats by pressing the following buttons on Controller 2:

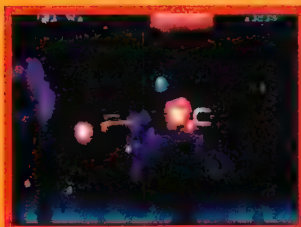
- Press **A** on Controller 2 to speed up the foreground graphics.
- Press **B** on Controller 2 to slow down the foreground graphics.
- Press **C** on Controller 2 to fire the current special weapon without using it up in your inventory.
- Press **4** on Controller 2 to become invincible.
- Press **OPTION** on Controller 2 to warp immediately to the beginning of the next stage!



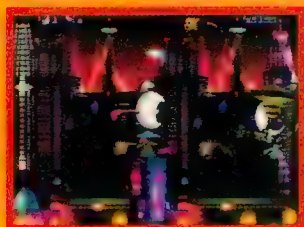
Enter **1, 1, 9, 3** at the title screen.



You can change the speed of the foreground with **A** and **B** on Controller 2.



Press **C** on Controller 2 to fire unlimited special weapons!



Press **4** on Controller 2 to become invincible.



Press **OPTION** on Controller 2 to skip to the next stage!

ATARI JAGUAR

Title Screen Tricks!

Jaguar owners may not know this: At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

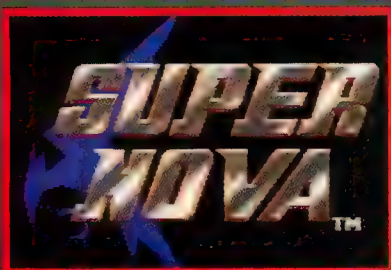


Hold **PAUSE** and press **Left** or **Right** to change the rotation of the Jaguar cube.



Hold **PAUSE** and press **Up** or **Down** to change the size of the Jaguar cube.

TIPS & TRICKS



(TAITO FOR THE SNES)

Boss Mode Correction

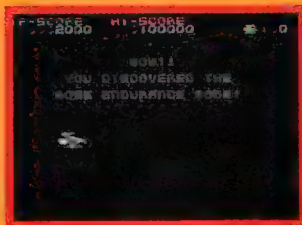
Last issue's "Boss-Only" cheat for *Super Nova* failed to mention that the code should be entered on Controller 2 in order to get it to work properly. Here's the corrected cheat:

When the Taito logo appears at the start of *Super Nova*, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. You'll hear a chime to confirm the code entry. Start the game, and you'll see a message that reads, "WOW!! YOU DISCOVERED THE BOSS ENDURANCE MODE!" With this special code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another.

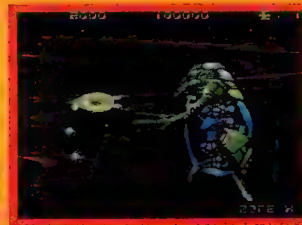
Press **Down, X, Up, B, L, R, Left, A** on Controller 2.



You'll get the special message.



Play through the game fighting only the bosses!



JURASSIC PARK

BY ZACH MESTON

SEGA FOR THE SEGA CD

After reviewing *Jurassic Park* and raving like a loony about how good (and hard) it is, it's only fair that I supply you fabulous readers with a complete walk-through and a cool cheat mode. This walk-through will take you from start to finish with about two hours of game time to spare, but it certainly isn't the shortest possible route; any anal-retentive player ought to be able to finish with at least four hours remaining on the clock.

STAGE 1: DILOPHOSAURUS AND GALLIMIMUS

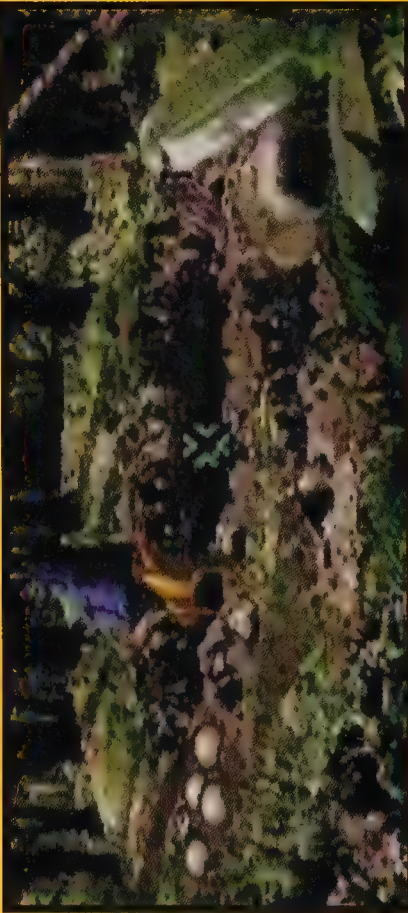
• **CRASH SITE:** Open the helicopter door and pick up the **Stunner**. Face southwest and pick up the **Rock**. Walk east to the *Brachiosaurus* area (**BRA-1**).

• **DIL-2:** Face north and pick up the **Dilo** eggs. Use the medkit to heal the damage you've taken from the *Dilos*. Use the **Gas Can** on the raft again and travel south to **DIL-1**.



• **BRA-1:** Face southwest, examine the nest, and pick up the **White Key**. Walk east to the **Gate Hub**.
 • **GATE HUB:** Walk west into the **Visitor Center**.
 • **VISITOR CENTER:** Examine the red toolbox and pick up the **Pliers**. Walk up the stairs to the **Landing** and enter the **Control Room** with the **White Key**.

• **DIL-1:** Walk south to **GAL-1**.
 • **GAL-1:** Face south and shoot the *Galli* to make it run at you, then shoot it again before it reaches you. Walk south to the **drain pipe area** (**GAL-3**).
 • **GAL-3:** Face southeast and push the tree three times to make it fall and scare away the *Gallis*. Pick up the **Galli** eggs. Walk south to the old *Galli* nest (**GAL-4**).





• **CONTROL ROOM:** Examine the computer, save the game and watch the Video Telephone message. (For a hysterical ending sequence, use the Rock on the computer monitor and watch as the Visitor Center gets blown apart.) Walk to the Gate Hub.

• **GAL-4:** Face south, examine the nest and pick up the **Galli eggs**. Shoot the frog. Walk southeast to the frog pond (GAL-5).
• **GAL-5:** Stun both Gallis (actually, you may only need to stun one of them) and pick up the **Galli**



• **GATE HUB:** Walk north to the first Gallimimus area (GAL-1).
• **GAL-1:** Pick up the **Rock**. Face north and block the log with the Rock. Stun the closest Galli and pick up the **Galli eggs**. Walk north to the first Dilophosaurus area (DIL-1).
• **DIL-1:** Face west, examine the nest and pick up the **Compy eggs** and the **Tyrannosaurus CD**. Open the jeep door and pick up the **Gas Can**. Face east and use the Gas Can on the raft. (Hold down the Fire/Use button to fill up the raft motor until the Arrow cursor appears.) Use the raft to travel north to DIL-2.



egg. Push away the roll of fencing in front of the drain pipe and pick up the **Bolt Cutters**. Use the Bolt Cutters on the drain pipe cover and enter the pipe.

• **WU'S OFFICE:** Enter the Incubator Room. Use the Blue Key on the slot in the Incubator to activate it. Press the LOAD EGGS button to load it up



• **DRAIN PIPE:** Use the Bolt Cutters on all four bolts and you automatically walk back to GAL-3.
• **GAL-3:** Immediately stun the digging Galli and pick up the **Galli eggs**. Use the Bolt Cutters on the rope and pick up the **Wrench**. Walk north to GAL-1.
• **GAL-1:** Walk west to the Gate Hub.
• **GATE HUB:** Use the Pliers on the Card Reader to get the **Blue Key**. Walk north to the Visitor Center.
• **VISITOR CENTER:** Climb up the

and walk back to the Office. Use the medkit on the wall to restore your strength. Open the locker and pick up the **Tranquilizer** and the **Tranq Ammo**. Walk to the Control Room.

• **CONTROL ROOM:** Save the game, watch the new Video Telephone messages and exit the Control Room to the Landing.

• **LANDING:** Turn right and examine the crate. Use



the Bolt Cutters on the metal straps. Open the crate and pick up the **Motion Detector**. Walk down the stairs to the Ground Floor.

• **GROUND FLOOR:** Examine the crate to the right of the door. Cut the lock with the Bolt Cutters and collect the **Tranq Ammo**. Walk outside to the Gate Hub.

STAGE 2: TRICERATOPS AND BRACHIOSAURUS

- **GATE HUB:** Walk south to the Central Hub.
- **CENTRAL HUB:** Open the jeep and pick up the **Wire Cutters**. Walk east to the first Triceratops area (TRI-1).



- **TRI-1:** Face south and examine the base of the large tree, then move the cursor into the lower-left corner of the screen and pick up the **Branches**. Face north and feed the Branches to the Triceratops to lure it away from the box on the ground. Walk south to the second Triceratops area (TRI-2).
- **TRI-2:** This sequence is *very* tricky—the hardest puzzle in the game by far—so read carefully. Honk the jeep horn *once*. Wait for

- ton and memorize or write down the code sequence. Open the locker and pick up the **Gas Gun** and **Gas Gun Ammo**. Use the Triceratops Key on the locked drawer below the Gas Gun and pick up the **Night Vision Goggles**. Walk to Wu's Office.
- **WU'S OFFICE:** Open the locker and use the Triceratops Key on the locked drawer below where the Tranquilizer was. Pick up the **Brachiosaurus CD**. Go to the Control Room and save the game, and then travel back to BRA-1. (Walk east from the Gate Hub.)
- **BRA-1:** Use the Brachiosaurus CD on the Brachiosaurus kiosk. Play all four video sequences and the sound of the crying baby plays. Exit the kiosk, examine the nest and pick up the **Brachi eggs**. Walk to the Visitor Center.
- **VISITOR CENTER:** Go to Wu's Office and load the eggs into the Incubator. Go



- the Triceratops to ram into the jeep, then turn to look at you, and honk the horn again *once*. Wait for the Triceratops to look at you again and honk the horn again *once*. Quickly pick up the three items (**Crowbar**, **Triceratops CD** and **Injector**) from the ground and *immediately* use the Injector on the sick Triceratops before you're trampled. Nasty puzzle! Walk north to TRI-1.
- to the Control Room and save the game. Walk to TRI-2.
- **TRI-2:** Use the Triceratops Key on the card reader in front of the pump station and you automatically walk inside TRI-3.
- **TRI-3:** Face east and tranquilize the three Dillos. Face west and open the locker on the far right. Hit the switch to shut off the power. Open the second

STAGE 3: TYRANNOSAURUS REX

- **CENTRAL HUB:** Use the Bolt Cutters on the wire above the fallen tree. Walk north to the first Rex area (REX-1).

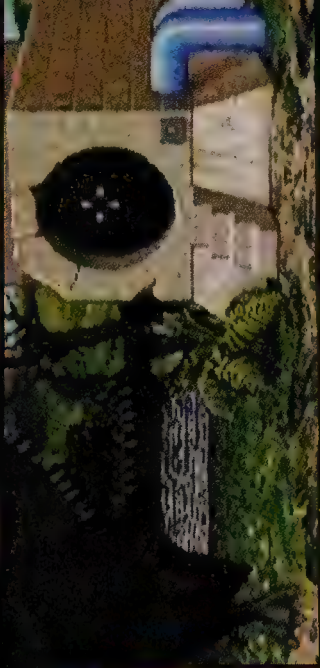


- **REX-1:** Face north and use the Triceratops Key on the reader to the right of the blue gate. *Don't* scroll the screen by moving the cursor, and *don't* freak out when the Rex appears in front of you. Just wait until you hear the computer voice say "Door opening now." Shoot the Rex in the mouth with a fully charged Stunner shot and *immediately* walk through the gate to REX-2.
- **REX-2:** Face north and walk through the door to REX-1.
- **REX-1:** Face west and walk to the Central Hub. Walk back to the Visitor Center.
- **VISITOR CENTER:** Go to Wu's Office and load the eggs into the Incubator. Go to the Control Room, watch the new Video Telephone messages and save the game. Leave the Center and walk to the Central Hub.

- ing the button to open the gate until Rex bashes it open for you. Quickly use the Bear Horn and *immediately* walk through the gate to REX-2.
- **REX-2:** Face north and walk through the door to REX-1.
- **REX-1:** Face west and walk to the Central Hub. Walk back to the Visitor Center.
- **VISITOR CENTER:** Go to Wu's Office and load the eggs into the Incubator. Go to the Control Room, watch the new Video Telephone messages and save the game. Leave the Center and walk to the Central Hub.



- **REX-2:** Face southeast and tranquilize the Dillo behind the wall. Face north and press the left button. Face east and tranquilize the Dillo that appears in the water in front of the left tunnel. *Immediately* walk through the left tunnel to REX-3 before you're devoured.



STAGE 4: VELOCIRAPTORS AND COMPS

locker from the left. Examine the Code Entry Keypad and enter the code sequence you learned in Muldoon's Office. Face north and use the Wrench on the steaming pipe to close it off. Walk south through the door to the Triceratops nest (TRI-6).

• **TRI-6:** Pick up the **Rock** and face east. Wait for the Galli to reach into the Triceratops nest and turn to the left, then shoot it with the Tranquilizer. Pick up the

locker. Use the Tyrannosaurus CD on the black card reader. You will hear the "item collected" sound effect. There are now unlimited Gas Gun canisters in Muldoon's locker.



Triceratops egg and immediately walk north into the manhole to avoid being trampled. Walk back to the Visitor Center.

• **VISITOR CENTER:** Go to Wu's Office and load the egg into the Incubator. Go to the Control Room, watch the new Video Telephone messages and then save the game. Leave the Center and walk to the Central Hub.



BRACHIOSAURUS

Gigantic tree-top feeding dinosaur

Role: Giraffe-necked herding plains roamer with a large nasal echo chamber



• **CENTRAL HUB:** Walk south to the Raptor Hub.

• **RAPTOR HUB:** Walk south to the Raptor cave entrance (RAP-1).



• **RAP-3:** Examine the well. Throw two Rocks into the well to cause the water to rise. Pick up the **Velociraptor Key**. Exit the well. Face south and walk through the cave opening to RAP-4.

• **RAP-4:** Quickly turn east so you can see the closed gate. Immediately use the Velociraptor Key on the card reader. Now quickly turn south so that the left-hand Raptor is on the left side of the screen. Use the Gas Gun to knock out both Raptors. Now wait without scrolling the screen until you hear the voice say "Door opening now." Quickly turn east and go through the gate to RAP-5.

• **RAP-1:** Face north and pick up the **Rock**. Face south and throw two Rocks at the large boulders. This causes them to collapse and form a path across to the entrance. Walk through the entrance to RAP-2.

• **RAP-2:** Quickly face south and pick up the **Rock**, then walk up the stairs behind the Rock to RAP-3.



• **RAP-6:** Quickly turn south and pick up the **Raptor eggs**. Face northeast and use the Crowbar to open the closed tunnel pipe. Go through the tunnel pipe to the Raptor Hub.

• **RAPTOR HUB:** Face southeast. Shoot at the Comps to scare them away. Examine the nest and pick up the **Compy eggs**. Walk back to the Visitor Center.



• **VISITOR CENTER:** Go to Wu's Office. Use the medical kit to heal yourself and load the eggs into the Incubator. Go to Muldoon's Office and use the Stunner Charger on the wall next to the locker. Go to the Control Room, watch the new Video Telephone message and save the game. Leave the Center and walk to the Gate Hub.



• **RAP-5:** Tranquillize the Raptor. Face east and walk through the cave to RAP-6.

STAGE 5: THE FINAL SHOWDOWN



• **GATE HUB:** When you arrive at the Gate Hub, a helicopter flies from east to north. Face north and walk to GAL-1.

• **GAL-1:** Face south and shoot the Galli with the Stunner to make it run at you, then stun it again before it reaches you. Walk south to GAL-1.

• **GAL-3:** Arm yourself with the Tranquilizer and walk south to GAL-4.

• **GAL-4:** Face west and shoot the two soldiers behind the fossil. Turn to the left and shoot the frogman in the pond. Turn back to the right and shoot the final soldier (you'll probably be almost dead by this point, so accuracy is crucial). Enter the helicopter and watch the sucky ending sequence. You win!



3D Wolfenstein

BY MIKE DAVILA

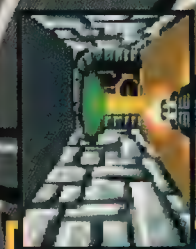
Imagineer for the Super NES

You'll find all you need to know in order to beat all six boss levels, including profiles of the madmen you'll encounter—friends like the Übermutant and the MechaMeister. We've also included complete boss-level maps to help you pinpoint your location more easily through each of the floors.



Hans Grosse (Floor 1-3)

Good ol' Hans is the first and the easiest of all the bosses. The only weaponry he has are two miniguns, one on each hand. He's more of a deadly version of a pretty surfer boy. You shouldn't have a tough time with him.



It's smooth sailing through this floor. You won't encounter any resistance until you open the door with Hans at the other end of the floor.



You will want to head straight for the Mother Lode stash that's located in the third room on the left.



At that location, you'll also find a minigun, which you should already have at this point in the game.



Load up with as much ammo as you can, because next up is your encounter with Hans, who's handy with his weapon.



When you open the final door, Hans will come at you with guns blazing away. You should immediately back off as far as you can and wait behind one of the columns. Remember, he's slow, so you have the speed advantage.



When he comes back into view, let him have it all the way. If you find yourself getting low on HPs, make a break for the room with all the power-ups.



Pick up any treasure that might be immediately around you, but don't fire, or you'll alert the enemy that you're there.



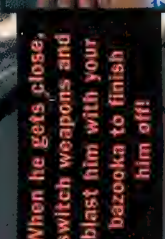
The second room from where you started will contain ammo, health and a bazooka that you'll need when you confront Trans.



When you encounter any guards or officers, use your minigun to let them have it. You need to conserve usage of the bazooka.



Give Trans a run for his money at first with your minigun. Remember! He's pretty fast.



When he gets close, switch weapons and blast him with your bazooka to finish him off!



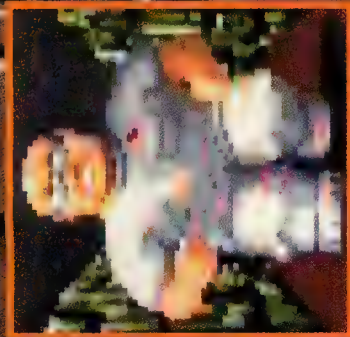
Locate any secret rooms filled with ammo that you can find near the elevator.



Trans Grosse (Floor 2-4)

Trans is basically a more deadly and aggressive version of Hans, and with better defensive capabilities. Once you encounter him, he'll follow you from room to room with great speed.





Dr. Schabbs (Floor 3-4)

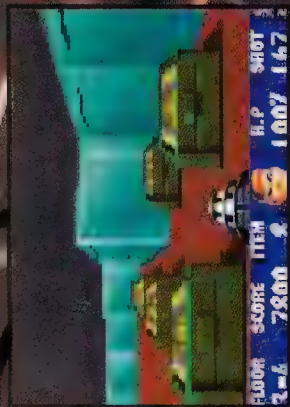
Hmmm. I wonder where this guy got his Ph.D. He's probably been living and practicing in the Brazilian jungles somewhere. This guy is one nasty boss. He'll zap you with a noxious blast of gas—and beans are not the source of his power.



This boss floor has five hidden rooms with goodies, but you'll have to get past some enemies before you can get to them.

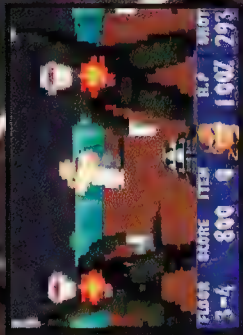


The Übermutant will wait for you near the cantar, so be on alert. The best tactic is to hit and run in order to defeat him.



FLOOR SCORE ITEM H.P. SHOT
3-4 7800 8 100% 297

First, you'll want to head through the first door and find the secret room that's hidden on the right. There are all sorts of power-up items there.



FLOOR SCORE ITEM H.P. SHOT
3-4 800 2 100% 293

Now it's time to go after Dr. Schabbs and friends. Use your minigun to eliminate the mutants first.

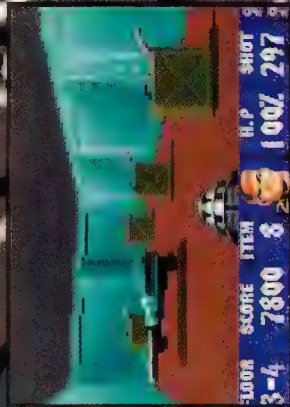


FLOOR SCORE ITEM H.P. SHOT
3-4 10800 0 100% 285

Mow down these weak mutants with any weapon at your disposal.



FLOOR SCORE ITEM H.P. SHOT
3-4 12000 2 100% 299



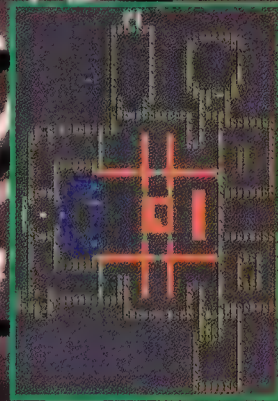
FLOOR SCORE ITEM H.P. SHOT
3-4 7800 8 100% 297

Next, head directly opposite where you found that first hidden room. You'll find another with a flamethrower and gasoline ammo in it.



FLOOR SCORE ITEM H.P. SHOT
3-4 7800 8 100% 297

Then hit Dr. Schabbs with your flamethrower to cook his hide—but be careful. He's really quick, so try to keep a safe distance.



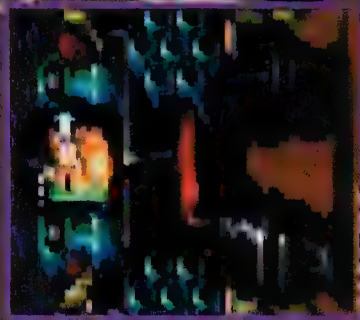
Collect all the goodies you can before you exit. There's a lot of gold to be found.



Übermutant (Floor 3-5)

Who's the guy who looks like Edward Scissorhands? It's Übermutant! Not only does he have a minigun in the center of his chest, but he's also got four butcher knife hacking arms for dicing and slicing. Fortunately, he's really slow.

Wolfenstein 3D



Death Knight (Floor 5-6)

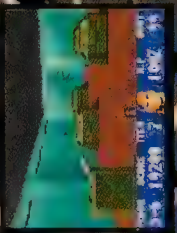
The Death Knight is not the ultimate example of chivalry. Heavily armored and protected, he has two miniguns to contend with and two bazookas atop his shoulders to boot.



Immediately, you'll have enemies attack you, so be well prepared before you start this floor!



Turn them into minicameos with whatever you have to offer.



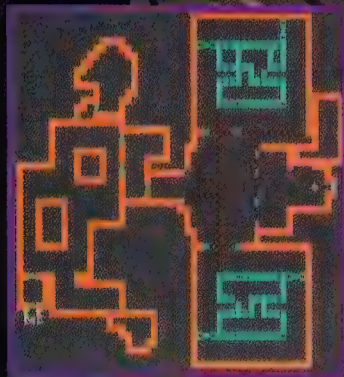
Each of the blue steel rooms has hidden rooms; just watch out for the lurds that you'll meet in these areas.



Once you get to the top of the map, you'll run into the Death Knight and company. Take out the little guys and make a run for it. The best way to fight D.K. is not to stay in any spot too long and hit from long range with your flamethrowers.



Reap the fruits before you move on.



Mechameister & Staatmeister (Floor 6-6)

The Mechameister and Staatmeister are one and the same, but before you can get to the Staatmeister you have to pierce his mechanical outside.



Out of the starting gate you'll find you're in for some fun, but when you get past these zombies, you'll immediately find some relief.



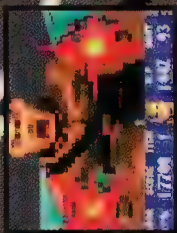
Take the weapons and head east across the second room and look for the blue hidden room for more relief.



Replenish your supplies and get ready to confront the ultimate evil.



He's slow and you could hear him comin' for miles. Hell, you can even lose him. Give him a dose of bazooka fire, run, and let him have it with the flamethrower from afar.



Now you've reduced him to a dictator. Mow him down with your minigun for the final victory.



So now that you've beaten him, aren't you wondering how we did it with 100% HP all the way? Check *Tips & Tricks* within the next few months to find out.



LOOK YOUR ENEMY STRAIGHT IN HIS EYE



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



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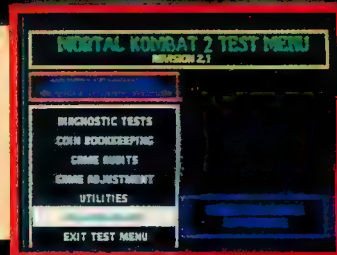


CIRCLE #109 ON READER SERVICE CARD.

MORTAL KOMBAT II

More Midway Mayhem!

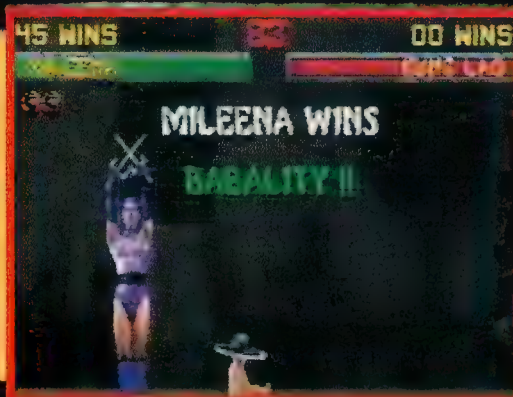
Kontinuing our quest to deliver the freshest, most accurate *Mortal Kombat II* information available, here's a heapin' helpin' of attacks and finishing moves that should keep you hip-deep in blood and guts—at least until another chip revision hits your hometown. If you can't get some of these tricks to work, you may be playing a version of the game that's older than the 2.1 revision we used to get these photos. When in doubt, ask your arcade owner/operator for more information; version 3.0 or 3.1 of the *Mortal Kombat II* program code should be available by the time you read this.



The following are a few important things to keep in mind as you read through the next few pages:

- Certain of the finishing moves will not work unless you are standing a specific distance away from your dazed opponent when you press the necessary buttons. If you can't perform a particular finishing move—and you've satisfied all of the other requirements listed below—then you may need to either move closer to your opponent or farther away. Look at our photos to get a rough idea of where you should be standing in order to get the desired move to appear; when all else fails, experiment with different distances.
- While some purists avoid pressing the **BLOCK** button unless it's absolutely necessary, beginners should try holding the **BLOCK** button down when executing tricky moves like Scorpion's "Toasty!" Fatality or several of Jax's finishing moves. Holding **BLOCK** will prevent your character from jumping or moving horizontally while you manipulate the joystick, which makes certain moves easier to perform. Just be sure to release the **BLOCK** button when you press the final punch or kick button in the sequence.

- To perform a Babality or Friendship move, you must not press **HIGH PUNCH** or **LOW PUNCH** during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work.



- The "Pit II/Kombat Tomb" fatalities will only work on those two stages. Do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into the spikes that point down from the ceiling. To make a character slide off the spikes and drop to the floor in the Kombat Tomb, press and hold **Down** on both joysticks immediately after the fatal uppercut.



Version 3.0 Update

Consider these last few items to be *rumors*; they haven't been confirmed to exist on earlier revisions of *Mortal Kombat II*. We'll clarify in next issue's strategy guide update!

- To disable all throws during a battle, hold both joysticks **Down** and hold **HIGH PUNCH** on both sides of the machine during the matchup screen just prior to the fight.



- To send an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the joystick **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut him or her off the bridge (this special fatality is said to be the same for all 12 of the characters).

- Raiden's Uppercut Fatality and Kung Lao's Friendship move—as seen in this month's strategy guide—may only work in revision 3.0 and up. Stay tuned!

• Thanks to James "MK" Fink and Joe Sislow for invaluable assistance; as always, very special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their limitless patience and kindness.



LIU KANG

Forearm
HIGH PUNCH (in close)

Flying Kick
Forward, Forward, HIGH KICK

Bicycle Kick
Hold **LOW KICK** for three to five seconds,
then release

Fireball
Forward, Forward, HIGH PUNCH

Low Fireball
Forward, Forward, LOW PUNCH

Babality
Down, Down, Forward, Back, LOW KICK

Pit II/Kombat Tomb Fatality
Back, Forward, Forward, LOW KICK



Friendship
Forward, Back, Back, Back, LOW KICK



UpperCut Fatality
Rotate joystick 360° counterclockwise



Dragon Fatality
Down, Forward, Back, Back, HIGH KICK



KUNG LAO

Headbutt
HIGH PUNCH (in close)

Teleport
Down, Up (quickly)

Hat Throw
Back, Forward, LOW PUNCH

Air Kick
Jump, then hold **Down** and
press **HIGH KICK** in midair

Whirlwind Spin
Up, Up, LOW KICK

Babality
Back, Back, Forward, Forward, HIGH KICK



Pit II/Kombat Tomb Fatality
Forward, Forward, Forward, HIGH PUNCH

Friendship
Back, Back, Back, Down, HIGH KICK
(only in version 3.0 and up)



Slice Fatality
**Forward, Forward, Forward, Forward,
LOW KICK**



Hat Throw Fatality
Hold **LOW PUNCH**, press **Back, Back,
Forward** (press **Up** just before the hat reaches
your opponent to aim for his or her neck)



JOHNNY CAGE

Stomach Jab
HIGH PUNCH (in close)

Drop Kick
HIGH KICK or **LOW KICK** (in close)

Green Ball
Rotate joystick **Back/Down/Forward,
LOW PUNCH**

High Green Ball
Rotate joystick **Forward/Down/Back, HIGH
PUNCH**

Shadow Uppercut
Back, Down, Back, HIGH PUNCH

Shadow Kick
Back, Forward, LOW KICK

Ball Breaker
Hold **LOW PUNCH**, press **BLOCK**

Babality
Back, Back, Back, HIGH KICK
Pit II/Kombat Tomb Fatality
Down, Down, Down, HIGH KICK



Friendship
Down, Down, Down, HIGH KICK



Torso Fatality
Down, Down, Forward, Forward, LOW PUNCH



Head Punch Fatality
Forward, Forward, Down, Up (hold
Down+LOW PUNCH+BLOCK+LOW KICK
during the first punch to knock off three heads)



REPTILE

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Spit Acid
Forward, Forward, HIGH PUNCH

Power Ball
Back, Back, HIGH PUNCH+LOW PUNCH

Invisibility
Up, Up, Down, HIGH PUNCH

Babality
Down, Back, Back, LOW KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



Friendship
Back, Back, Down, LOW KICK



Tongue Fatality
Back, Back, Down, LOW PUNCH



Invisible Slice Fatality
Forward, Forward, Down, HIGH KICK
(This fatality can only be executed while Reptile is invisible)



SUB-ZERO

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Freeze
Rotate joystick **Down/Forward, LOW PUNCH**

Ground Freeze
Rotate joystick **Down/Back, LOW KICK**

Babality
Down, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



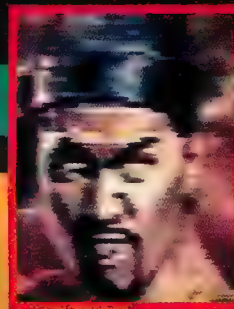
Friendship
Back, Back, Down, HIGH KICK



Deep-Freeze Fatality
Forward, Forward, Down, HIGH KICK to freeze, then press **Forward, Down, Forward, Forward, HIGH PUNCH** (in



Ice Ball Fatality
Hold **LOW PUNCH**, press **Back, Back, Down, Forward**



SHANG TSUNG

Elbow
HIGH PUNCH (in close)

Flaming Skulls
Back, Back, HIGH PUNCH

Two Flaming Skulls
Back, Back, Forward, HIGH PUNCH

Three Flaming Skulls
Back, Back, Forward, Forward, HIGH PUNCH

Morph into other characters:
Liu Kang: **Back, Forward, Forward, BLOCK**
Kung Lao: **Back, Down, Back, HIGH KICK**
Johnny Cage: **Back, Back, Down, LOW PUNCH**
Reptile: **Up, Down+HIGH PUNCH**
Sub-Zero: **Forward, Down, Forward, HIGH PUNCH**
Kitana: **BLOCK, BLOCK, BLOCK**
Jax: **Down, Forward, Back, HIGH KICK**
Mileena: Hold **HIGH PUNCH** for three seconds, then release
Baraka: **Down, Down, LOW KICK**
Scorpion: **Up, Up**
Raider: **Down, Back, Forward, LOW KICK**

Babality
Back, Forward, Down, HIGH KICK



Friendship
Back, Back, Down, Back, HIGH KICK



Inner-Ear Fatality
Hold **HIGH KICK** for two to three seconds, then release



Life Force Fatality
Up, Down, Up, LOW KICK



KITANA

Elbow
HIGH PUNCH (in close)

Fan Slice
Hold **Back**, press **HIGH PUNCH**

Fan Throw
Forward, Forward, HIGH PUNCH+LOW PUNCH

Fan Lift
Back, Back, Back, HIGH PUNCH

Air Attack
Rotate joystick **Forward/Down/Back, HIGH PUNCH**

Babality
Down, Down, Down, LOW KICK

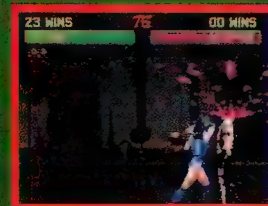
Pit II/Kombat Tomb Fatality
Forward, Down, Forward, HIGH KICK



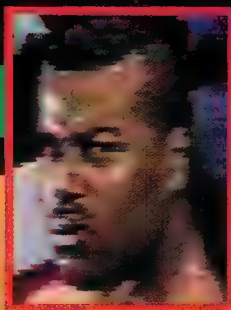
Friendship
Down, Down, Down, Up, LOW KICK



Kiss of Death Fatality
Hold **LOW KICK**, press **Forward**,
Down, Forward then release



Fan Fatality
BLOCK, BLOCK, BLOCK, HIGH KICK



JAX

Hammer
HIGH PUNCH (in close)

Earthquake
Hold **LOW KICK** for three seconds, then release

Gotcha Grab
Forward, Forward, LOW PUNCH

Multi-Slam
Press **HIGH PUNCH** repeatedly while throw-
ing your opponent

Energy Wave
Rotate joystick **Forward/Down/Back**,
HIGH KICK

Back Breaker
Press **BLOCK** while close to opponent in midair

Babality
Down, Up, Down, Up, LOW KICK

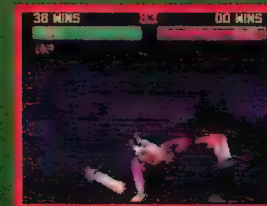
Pit II/Kombat Tomb Fatality
Up, Up, Down, LOW KICK



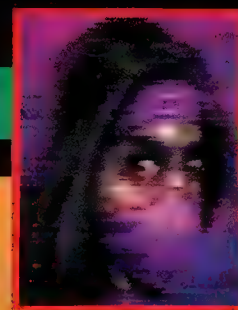
Friendship
Down, Down, Up, Up, LOW KICK



Head Pop Fatality
Hold **LOW PUNCH**, press **Forward**,
Forward, Forward and release



Arm Rip Fatality
BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH



MILEENA

Elbow
HIGH PUNCH (in close)

Ground Roll
Back, Back, Down, HIGH KICK

Teleport Kick
Forward, Forward, LOW KICK

Sai Throw
Hold **HIGH PUNCH** for two to three seconds,
then release

Babality
Down, Down, Down, HIGH KICK

Pit II/Kombat Tomb Fatality
Forward, Down, Forward, LOW KICK



Friendship
Down, Down, Down, Up, HIGH KICK



Stab Fatality
Forward, Back, Forward, LOW PUNCH



Inhale Fatality
Hold **HIGH KICK** for two to three seconds,
then release



BARAKA

Backhand
HIGH PUNCH (in close)

Double Kick
HIGH KICK, HIGH KICK (in close)

Blue Bolt
Rotate joystick **Down/Back, HIGH PUNCH**

Blade Slice
Hold **Back**, press **HIGH PUNCH**

Blade Fury
Back, Back, Back, LOW PUNCH

Babality
Forward, Forward, Forward, HIGH KICK

Pit II/Kombat Tomb Fatality
Forward, Forward, Down, HIGH KICK



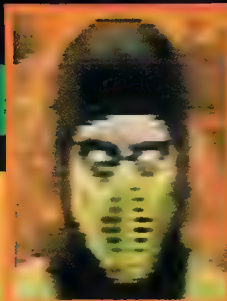
Friendship
Up, Forward, Forward, HIGH KICK



Head Chop Fatality
Back, Back, Back, Back, HIGH PUNCH



Stab Fatality
Back, Forward, Down, Forward, LOW PUNCH



SCORPION

Backhand
HIGH PUNCH (in close)

Spear
Back, Back, LOW PUNCH

Air Throw
Press **BLOCK** while close to opponent in midair

Teleport Punch
Rotate joystick **Down/Back, HIGH PUNCH**

Leg Grab
Rotate joystick **Forward/Down/Back, LOW KICK**

Babality
Down, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



Friendship
Back, Back, Down, HIGH KICK

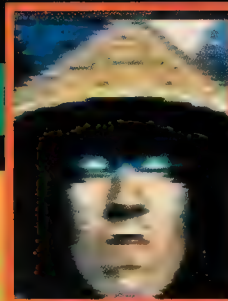
Fire Fatality
Up, Up, HIGH PUNCH



Toasty Fatality
Down, Down, Up, Up, HIGH PUNCH



Slice Fatality
Hold **HIGH PUNCH**, press **Down, Forward, Forward, Forward** then release



RAIDEN

Mini Uppercut
HIGH PUNCH (in close)

Teleport
Down, Up quickly

Flying Attack
Back, Back, Forward

Lightning
Rotate joystick **Down/Forward, LOW PUNCH**

Electrocution
Hold **HIGH PUNCH** for three to four seconds, then release (in close)

Babality
Down, Down, Up, HIGH KICK

Pit II/Kombat Tomb Fatality
Up, Up, Up, HIGH PUNCH



Friendship
Down, Back, Forward, HIGH KICK



Shock Fatality
Hold **LOW KICK** for five seconds, then release; when Raiden starts to shock his opponent, press **BLOCK+LOW KICK** repeatedly to explode



Uppercut Fatality
Hold **HIGH PUNCH** for ten seconds, then release (you'll need to start "charging" this move before the words "Finish Him/Her" appear on the screen—only on version 3.0 and up)

JADE

A green ninja who can sometimes be seen peeking out from behind the trees in the Living Forest stage, Jade is the first of many "secret characters" to be discovered in *Mortal Kombat II*. To find her, you must reach the stage just prior to the question-mark stage in a one-player game. While fighting on this stage, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair.



Play to the stage before the "?" stage in a one-player game.



Win one round using only the **LOW KICK** button.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



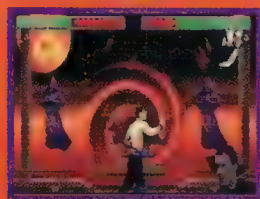
Then you get to fight Jade in Goro's Lair!

SMOKE

A gray ninja who also appears periodically in the Living Forest stage, Smoke is a deadly combatant whose body emits clouds of smoke while he fights. To reach him, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch for *MK II* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with a particularly vicious uppercut. While Forden is on the screen, hold the joystick **Down** and press the **START** button; if your timing is right, you'll be sent through the portal to face Smoke in Goro's Lair.



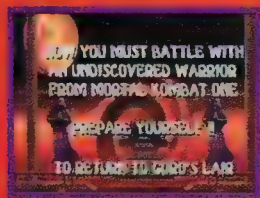
While fighting on The Portal stage, try to do a lot of uppercuts.



If Dan "Toasty!" Forden appears, hold Down on the joystick and press **START**.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



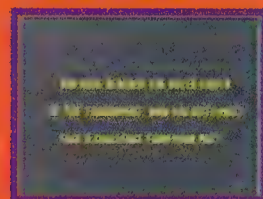
Then you get to fight Smoke in Goro's Lair!

PONG

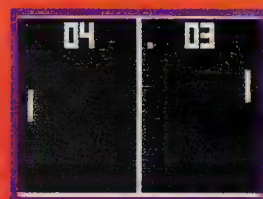
Have you ever noticed the "Battle" counter at the top of the preflight matchup screen? If you're lucky enough to have played through 250 two-player battles, you'll face "a challenge from your past" when the counter reaches 250. Incredibly, a *Pong* game will appear before each round in the 250th battle; not a souped-up *Mortal Kombat* version of *Pong*, but the real thing from the early 1970s. (Well, the original *Pong* game used paddle controllers...and we don't think it used to sing "Toasty!" when you'd lose a ball, either; but, other than that, it's absolutely authentic!) The first player to earn seven points in each round wins; then you return to the '90s for more *MK II* mayhem.



Play in two-player mode until the counter reaches 250.



This special message will appear.



It's the original arcade classic, *Pong*, in all its black-and-white glory!



The first player to score seven points wins...



Then you return to fight in the '90s.

MORTAL KOMBAT

BEHIND THE SCENES

In the midst of a freezing Chicago winter, the term "subzero" took on a new meaning for me as I drove to the Lakeshore Athletic Club on the city's North Side. A mammoth facility with a membership list of over 10,000 names, the club's 200,000-plus square feet holds 12 tennis courts (eight of which are indoors), a quarter-mile track, a regulation-size gymnasium, two indoor pools, three squash and three racquetball courts, a 45,000-square-foot free weight room and more personal care and wellness services than you can shake a stick at—but no *Mortal Kombat II* machine. I found the latter a bit surprising, since the actors and actresses who appear in both *Mortal Kombat* games work at the club as martial arts teachers and personal trainers.

What was even more surprising was meeting the gang in person. They've all earned black belts, they have dozens of awards and trophies from martial arts competitions and their electronic alter egos are world-renowned for tearing off each other's heads, torsos and arms; yet, they're as friendly and down-to-earth as your next-door neighbor. This special *VIDEOGAMES* feature will introduce you to the *MK II* cast and give you an exclusive look at the making of the game, with never-before-seen photos of costumes and props. Prepare yourself!



Clockwise from left: Kyu Hwang, Richard Divizio, Ho Sung Pak, Carlos Pesina, Dr. Philip Ahn, Anthony Marquez, Daniel Pesina, *VIDEOGAMES* Senior Editor Chris Bieniek and Katalin Zamiar. Hwang was slated to appear in *Mortal Kombat II* as a "bonus round" character, but his role was cut from the finished game.

WIN MORTAL KOMBAT AUTOGRAPHS!

We've got TEN copies of the January issue of *VIDEOGAMES* that have been signed by the entire *Mortal Kombat* cast. For your chance at winning one, send a postcard with your name and address to:



VIDEOGAMES

MK II Autograph Kontest
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

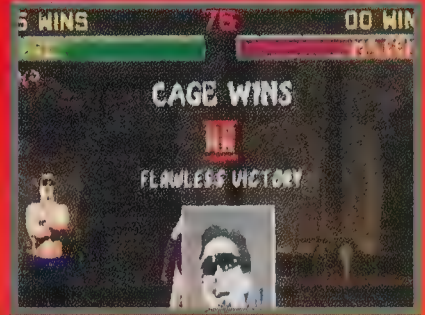
We'll pull ten postcards and send each winner an autographed copy; five of these winners will also receive a special Raiden sketch by Carlos Pesina, buried somewhere inside the magazine. The deadline is May 1, 1994, so send in those entries!

KOMBAT KONTACT

While the *Mortal Kombat* cast can't answer every letter, they would like to receive fan mail from our readers. Just print the name of the person you're writing to on the outside of the envelope, and address it as follows:

Lakeshore Athletic Club
Attn: Pesina/Dow
1320 W. Fullerton
Chicago, IL 60614

MORTAL KOMBAT II



DANIEL PESINA

Age: 35
Height: 5'7"
Weight: 161

Characters: Daniel plays the part of Johnny Cage and all of the ninja characters: Sub-Zero, Scorpion, Reptile and Smoke. The original ninja costume is Scorpion yellow; animation of Sub-Zero, Reptile and Smoke was created by electronically altering the costume colors to blue, green and gray, respectively. Cage's trademark sunglasses were purchased at a local SportMart store for "about \$13," and the leather jacket he wears in the prefight screens is manufactured by Victory Sports Inc. of Saginaw, Michigan; call (800) 578-3513 for details.

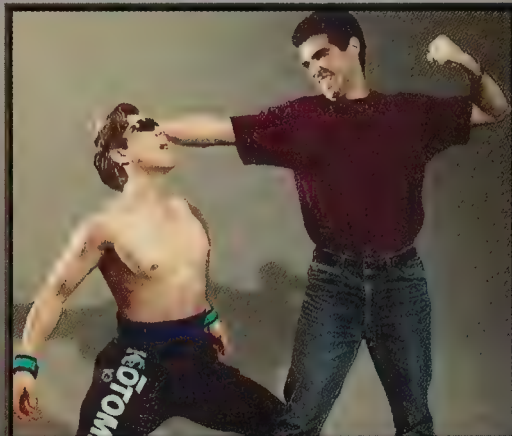
Profile: The unofficial leader of the *Mortal Kombat* entourage, Daniel has studied martial arts for 22 years. A participant—and honoree—in more martial arts tournaments than he can count, he has achieved black belt status in three different styles of martial arts. Pesina also appeared as a foot soldier in the film *Teenage Mutant Ninja Turtles: The Secret of the Ooze*. Other motion picture credits are pending; he and other members of the *Mortal Kombat* cast are currently in negotiation with Telstar Communications for a three-picture deal, which could be under way as early as March '94.

The first martial artist to become involved with *Mortal Kombat* coin-op, Pesina was also hired as a choreographer for both games. He was present during the videotaping sessions of all of the game's martial artists/actors, and maintains that each character has "at least one move that was created or suggested by me"—with the possible exception of Ho Sung Pak (Liu Kang), who continues to deny that it was Danny's idea to lift up his foot when throwing a fireball.

"Get over here!" Scorpion (Pesina) gets a taste of his own medicine from MK designer Ed Boon.



Forget the Scorpion doll—buy a Bruce Lee video!



"Ed Boon loves to take pictures where he's beating us up," says Pesina.



MORTAL KOMBAT II



HO SUNG PAK

Age: 26

Height: 5' 7"

Weight: 150

Characters: Ho Sung plays Liu Kang, who has been described as the "good guy" of *Mortal Kombat* ever since players started to notice that the sky didn't darken when he performed his uppercut fatality. Watch the *Mortal Kombat II* introduction sequence and you'll find that Midway's "official" story line identifies Liu Kang as the fighter responsible for the downfall of Goro and Shang Tsung's evil empire—which is ironic, considering that Ho himself played the part of Shang Tsung in the first game!

Profile: A member of the Black Belt Hall of Fame since 1991, Pak has also been the top-ranked competitor in both the Professional Karate League (1989) and the North American Sports Karate Association (1991). He met Daniel Pesina at the Seven Star/Praying Mantis martial arts school on Chicago's North Side. Having earned his MBA from the University of Illinois in Champaign, Ho Sung also has several feature film credits under his belt: He played the part of Raphael in both *Teenage Mutant Ninja Turtles: The Secret of the Ooze* and *TMNT III*, and he recently had a starring role in *Drunken Master Part 2*, filmed in Hong Kong with actor/director/martial arts legend Jackie Chan. Considering all of this exposure, it's no surprise that Ho Sung's name translates as "superstar" in Korean!



Ho Sung and Danny in costume...



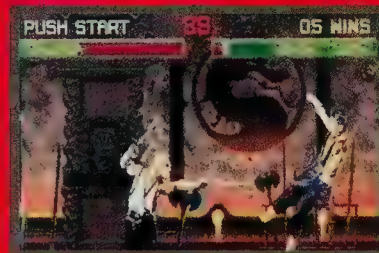
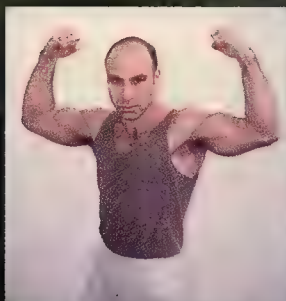
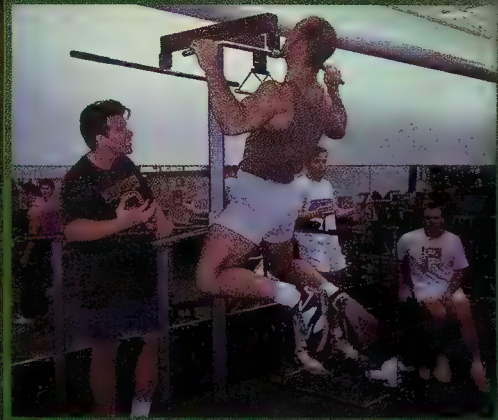
...and in their street clothes.



Ed Boon takes a shot at Pak as Liu Kang.



MORTAL KOMBAT II



RICHARD DIVIZIO

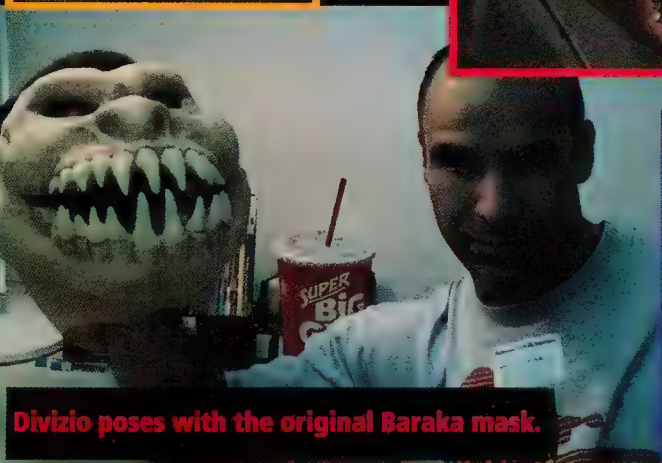
Age: 25

Height: 5'9"

Weight: 175

Characters: Richard appears in *MK II* as Baraka, and he also played the part of Kano in the original *Mortal Kombat*. (He has also appeared as Scorpion in public appearances and on the cover of our January issue.) The original Baraka mask pictured on this page was not used in the game, due to the fact that it was disproportionately large and didn't fit well. Instead, a Nosferatu mask was purchased from a nearby costume shop and equipped with teeth made from Lee Press-On Nails!

Profile: Divizio grew up in the Brighton Park area on the South Side of Chicago, as did *VIDEOGAMES* Senior Editor Chris Bieniek; in fact, they both went to the same grammar school. His film credits include an appearance as a foot soldier in the second *Teenage Mutant Ninja Turtles* movie. In addition to his work at Lakeshore Athletic Club and martial arts training, Richard is studying computer graphic design at the American Academy of Art in Chicago, of which *MK* codesigner John Tobias is an alumnus. He admits that he can't perform Baraka's finishing moves, but he can identify Kano's favorite food: White Castle hamburgers!



Divizio poses with the original Baraka mask.



Baraka's blades were made of a reflective cardboard material.



This updated Kano costume was created for a personal appearance at the 1993 Summer Consumer Electronics Show.

MORTAL KOMBAT II



What's wrong with this picture?
Pesina is wearing the Raïden
costume backwards!



Carlos poses with the stop
motion animation model of
Kintaro from MK II



CARLOS PESINA

Age: 26

Height: 6' 0"

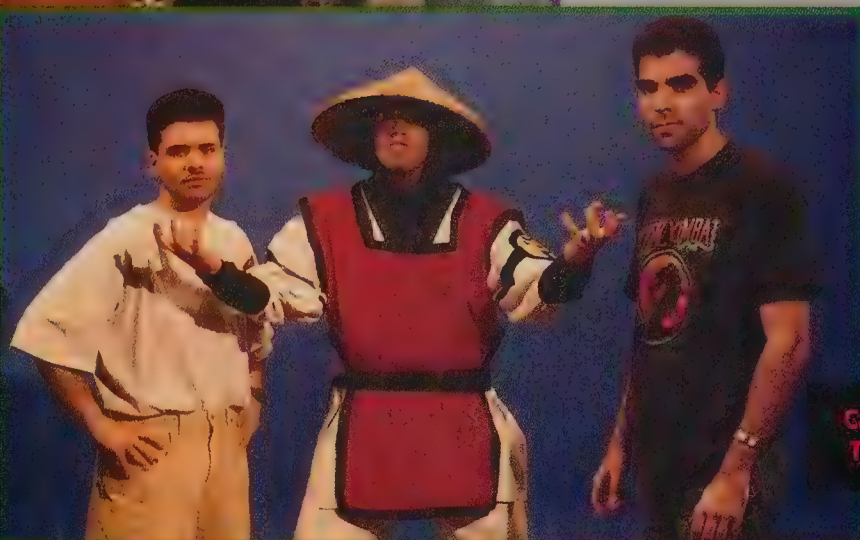
Weight: 200

Characters: Carlos played the Thunder God, Raïden, in both *Mortal Kombat* and *MK II*. The original costume is red, though players may be more familiar with the computer-recolored blue costume Carlos wears in the photograph on the side of the *MK II* arcade machine. "I was wearing shorts when they took that picture," he says. "If you look closely, you can see 'em."

Profile: The younger brother of Daniel Pesina (Johnny Cage), Carlos also grew up on Chicago's South Side. A friend of Richard Divizio (Baraka) since childhood, he's also studying computer graphic design at the American Academy of Art. Carlos and Richard are both huge fans of George Lucas' *Star Wars* films; when they finish school, they intend to pursue a lifelong dream of working for Lucas' Industrial Light & Magic on the next trilogy of *Star Wars* features. Carlos also appeared in *Teenage Mutant Ninja Turtles III*, as a stunt double for both Casey Jones and Wit the Pirate.



Carlos as Raïden with John
Tobias (left) and Ed Boon



MORTAL KOMBAT II



KATALIN ZAMAR

Age: 22

Height: 5' 2"

Weight: 105

Characters: For a new addition to the *Mortal Kombat* team, Midway kept Katalin very busy; she plays the parts of Mileena, Kitana and Jade. The original costume is the blue Kitana version; Midway's John Tobias created Mileena and Jade by altering the character colors to purple and green. Katalin recalls that—although her videotaping sessions ran slightly shorter than those for some of the other actors—it was a somewhat grueling experience. The tops of her boots had to be held up with rubber bands, and her mask was stuck to her nose with double-sided tape! She also found it challenging to perform moves in slow motion, which was necessary in order to avoid blurry images when each "frame" of video footage was converted into character data for the game.

Profile: A native of Chicago's North Side who has studied martial arts for 12 years, Katalin is the only member of the *Mortal Kombat* clan who practices the Okinawan style; most of the rest of the group specialize in Northern Chinese style martial arts. She holds a degree in Anthropology from the University of Illinois in Champaign—her graduate thesis was on Forensics and Criminal Investigation—and she's currently pursuing a master's degree in Criminal Justice at the University of Illinois in Chicago, where she also teaches an undergraduate Forensic Science course. For those readers who are wondering if Katalin is romantically involved, the answer is yes; as a matter of fact, she's dating Ho Sung Pak (Liu Kang).

Kitana with Sai? All of the animation for Mileena was videotaped with the blue costume, too.

Sharing a laugh with Midway's John Tobias.

Katalin gets a lift from MK II cohort Daniel Pesina.

MORTAL KOMBAT II



PHILIP AHN, M.D.

Age: 28

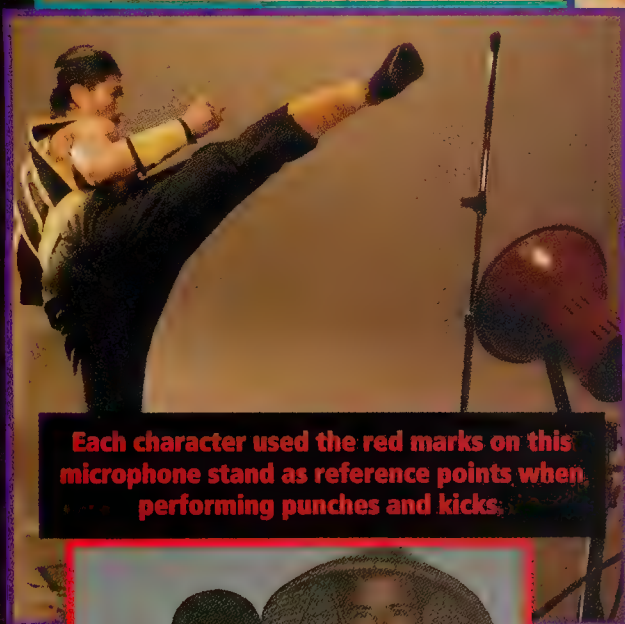
Height: 5'6"

Weight: 140

Characters: Philip brings the young Shang Tsung to life in *Mortal Kombat II*.

Profile: Born on the Northwest side of Chicago, Philip's martial arts training is counterbalanced by a career in medicine. A graduate of the University of Illinois College of Medicine and Wheaton College, he's currently a resident at Hinsdale Hospital with an office for family practice. A quiet man, Philip is very grateful for the opportunity to appear in *Mortal Kombat II*, and is very interested in using his status as a video-game hero to communicate with children. Several of his younger patients recognize him as Shang Tsung, and he says that the recognition makes it easier for him to reach kids and find out what ails them. He has also traveled to nearly every continent in the world to do volunteer and missionary work—Australia and Antarctica are the only exceptions.

Philip also teaches Tae Kwon Do at Lakeshore Athletic Club. Some of his students are professional athletes, including members of the Chicago Blackhawks.



Each character used the red marks on this microphone stand as reference points when performing punches and kicks.

Dr. Ahn aims a kick at Katalin Zamiat.



Philip poses with Carlos Pesina (Raiden).

MORTAL KOMBAT II



At the club, Tony gets pushed by Michael Dow, another associate of the MK clan who—like Kyu Hwang—just missed being included in MK II.



ANTHONY MARQUEZ

Age: 26
Height: 5' 7"
Weight: 140

Characters: Anthony plays the part of Kung Lao in *Mortal Kombat II*. He's also been videotaped for a starring role as a ninja in a new Midway arcade game called *Revolution X*.

Profile: Born and raised on Chicago's North Side, Tony's credits include several roles in *Teenage Mutant Ninja Turtles III*, in which he performed stunts for Leonardo and appeared as both a rebel soldier and a guard soldier in the film. Voted Rookie of the Year in 1989 by the North American Sport Karate Association, he has also been ranked in NASKA's Top 10 for 1989, 1990 and 1993. Of all the actors who appear in *Mortal Kombat II*, Marquez is the only one who's married; he has a son named Taylor.



Marquez poses in front of a *Mortal Kombat* dragon symbol specially created for a Midway photo shoot.



Tony's performance gets the thumbs up from choreographer Daniel Pesina.





During filming, each character—Jax, in this case—would be electronically resized to match the height of all the other fighters.



MORTAL KOMBAT II



JOHN PARRISH

Age: 28

Height: 5'9"

Weight: 220

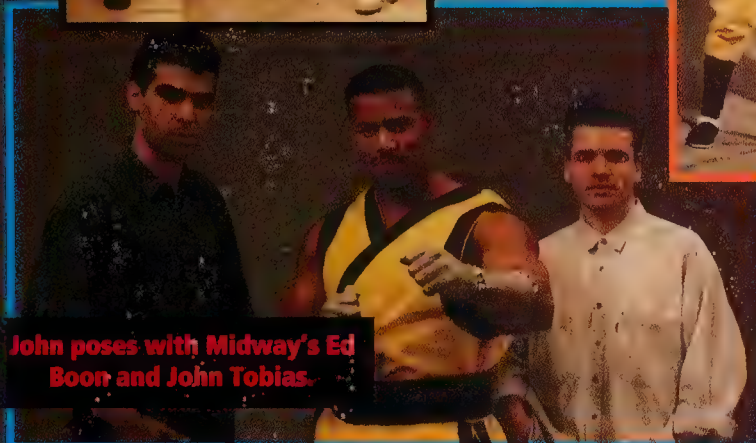
Characters: John plays the role of Jackson "Jax" Briggs in *MK II*. Initial plans called for Jax to wear a yellow costume with a sleeveless shirt; in fact, Parrish was filmed in the original costume for two days and thought his work on the game was finished, despite having split the pants while doing a high kick. It was later decided that Jax didn't look big enough in the yellow outfit, so he was called back a few months later to be taped again with a different costume.

Profile: Though he's originally from San Francisco, Parrish has lived in and out of the Chicago area for ten years or so. He was working at Lakeshore Athletic Club when he was cast as Jax in *MK II*; since then, he has started up his own company called Better Bodies Personal Training Firm in Oak Park, Illinois. While he considers himself a bodybuilder, John did practice Northern Kung Fu for nine years. Several of our readers have asked about his tattoo, which was featured prominently on our January cover; it's an eight-pointed star symbolizing unity among a group of martial artist friends he knew in college.

John may be the most avid video-game player of the *Mortal Kombat* troupe; he owns an NES and enjoys playing *Ms. Pac-Man* on his Genesis. He also reports that his fiancée enjoys watching kids play *MK II* at the local Enchanted Castle arcade.



The original Jax costume—before Parrish split the pants!



John poses with Midway's Ed Boon and John Tobias.

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CIRCLE #104 ON READER SERVICE CARD.



PREVIEWS

BY BETTY HALLOCK

GAME:
Jungle Book
AVAIL.:
July 94
SYSTEM:
Genesis, SNES
BY:
Virgin
SIZE: 8 M
PLAYERS: 1

The Jungle Book



Jungle Book is a game in which you, the player, guide a young Indian boy, Mowgli, through the rain forests in order to return to the Man Village. The pack of wolves who raised him from infancy has decided that his return is necessary so that Mowgli can avoid the claws of the terrible tiger Shere Khan, who has returned to the jungle—just as in the Disney animated feature film.

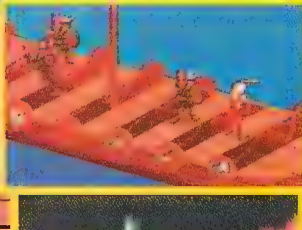
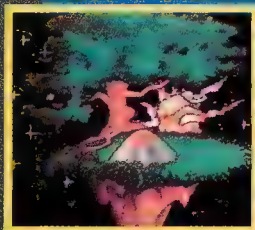
As Mowgli, you get to swing on a lot of vines, run into a lot of animals and collect a lot of gems. In the Genesis version, Mowgli will run through the jungle, a river, the Tree Village and King Louie's domain, along with other areas. In the SNES version, Mowgli will encounter the jungle, the great tree, the wasteland and waterfall levels. Watch out for alligators, piranhas and falling rocks. Characters from *The Jungle Book* include Kaa the snake, Shere Khan the tiger, Baloo the bear and King Louie the king of the apes. The game will also be available for the NES, Game Boy and Game Gear.



PREVIEWS



Get the weapons stolen by the evil Loki and return them to the good gods, Odin and Frey. You are a goldy-locked Viking aboard a ship (sometimes), but don't get seasick, because you're on a mission. Travel through three worlds and fight wild boars, whack characters and barter with crazy people. The game is a huge universe in itself and continues as long as the Energizer bunny. Don't forget to check out Zach Meston's new book all about the game, *Heimdall: The Official Strategy Guide*. It'll definitely help you out, because Zach is king of all gamers.



GAME:
Heimdall
AVAIL.:
First Half 1994
SYSTEM:
Sega CD
BY: JVC
SIZE: CD-ROM
PLAYERS: 1



GAME:
Soul Star
AVAIL.:
May 1994
SYSTEM:
Sega CD
BY:
Core Design
SIZE: CD-ROM
PLAYERS: 1



GAME:
Battlecorps
AVAIL.:
April 1994
SYSTEM:
Sega CD
BY:
Core Design
SIZE: CD-ROM
PLAYERS: 1

SANYO'S 3DO

"It's not finalized, there's no pricing and no plans," says a Sanyo marketing agent. Yet this system may possibly be released in Japan sometime toward the end of this year. But don't expect it soon in the U.S., because of the nature of the different markets.

This system is supposedly fully compatible with Panasonic's version of 3DO. The editors at *VIDEOGAMES* got a chance to see this new system at the 1994 Winter CES in January and liked the case design better than Panasonic's machine. As of now, there are only two prototypes available, one of which is in the photograph you see here. The info Sanyo won't confirm is the following: The Sanyo 3DO will be released in June and will run between \$300 and \$400. However, this is just a rumor.

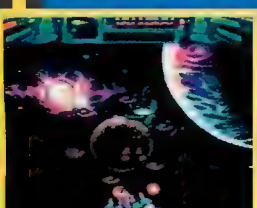
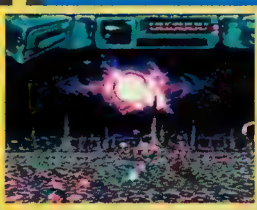


BATTLECORPS

Battlecorps utilizes the same engine as JVC's Sega CD *AH-3 Thunderstrike*, which was also programmed by Core Design. You're in control of an armored Bipedal Attack Machine. It's kind of like a Walker-type vehicle that stomps and shoots. *Battlecorps* features three 360-degree, texture-mapped moons and over 30 game objectives.

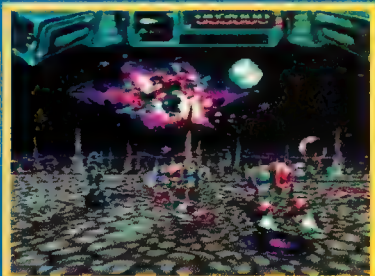
Not only that, but you get to face nine 3-D bosses, and each boss has its own individual personality. Watch out, they're hard targets. Each boss also has its own alien voice with subtitled translations. That's pretty funny.

The game also comprises three different characters, first-person perspective, 12 different weapons, voice-over commentary and middle-mission save points. Right on.



As part of the team, the Cryo-Commandos, you're after the Myrkoids. And the Myrkoids are no small potatoes; they're the killers of the world. This is one hunt that's been going on for centuries. Travel at the speed of light in three different spacecrafts as you search for those nasty Myrkoids.

Soulstar marks the first use of 64 colors for the Sega CD and also utilizes 3-D graphics with full use of hardware sprite scaling and rotation. Continuous game play includes three warp tunnels that each have their own difficulty setting. You also have the choice of flying or driving. Get to work, because you've got over 40 missions to complete.



PREVIEWS



GAME:
Knights of the Round
AVAIL.:
Now
SYSTEM:
SNES
BY:
Capcom
SIZE: N/A
PLAYERS: 1



GAME:
The Magical Quest Starring Mickey Mouse
AVAIL.:
April 1994
SYSTEM:
Sega Genesis
BY:
CAPCOM
SIZE: N/A
PLAYERS: 1



GAME:
Wizardry V
AVAIL.:
Now
SYSTEM:
SNES
BY:
CAPCOM
SIZE: N/A
PLAYERS: 1

Knights of the Round

You know, it's more medieval stuff like King Arthur and Sir Lancelot and the quest for the Holy Grail. And as you search for the Holy Grail, you also sweep the land of all evil. *Knights of the Round* is based on the 1992 coin-op—medieval fantasy role-playing action.

A one- or two-player action/adventure game that chronicles the adventures of Arthur and his knights, it requires the gamer to use strategy and puzzle-solving skills. There are multiple paths that lead to the Grail and the Knights of the Round Table. Sixteen bits of role-playing entertainment. Sir Lancelot gets loose.



The Magical Quest Starring Mickey Mouse



Another quest. This time it's with Mickey Mouse. And guess what, it's a nonviolent game for "players of all ages." I don't think I've ever seen Mickey Mouse get mad and violent. That's too bad. Anyway, every level is highly animated and graphically detailed.

Here's the story line. Mickey Mouse is on a quest to rescue Pluto from the evil Emperor Pete, who also happens to be the Ruler of the World. He's described as "mystical." Okay, so that's what you and Mickey are up against.

The Magical Quest Starring Mickey Mouse is a one- or two-player game with six levels, including Dark Forest, Pete's Peak, Snowy Valley and, finally, Pete's Castle. Go, Mickey.

Wizardry V

Capcom is introducing a direct translation from the IBM PC version of *Wizardry V* for the 16-bit Super NES platform. Within the caves of the Llylgamyn castle lies a haunting supernatural force. This is a supernatural force that, of course, represents evil. *Wizardry V* is an eight-megabit RPG that allows players to create their own six-party band of travelers. This team will traverse the *Heart of the Maelstrom*, wherein it will attempt to defeat the evil vortex before it engulfs the entire city and, if allowed, the entire world. Whoo, gives me the chills!

The player in *Wizardry V* must solve riddles, cast spells and collect clues, weapons, armor and other magical stuff. These will help the player overcome gruesome monsters, traps and other variety-type dangers. Once such creatures are defeated, the player (that's you) can rescue prisoners who will free the land of Llylgamyn. Sounds good to me.

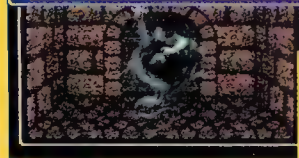
CLERIC attempts to slay Acolyte and misses.



AARON swings at Blackfly and hits once for 5 damage. Blackfly is destroyed!



FIGHTER2 charges at Ice Phantom and misses.



FIGHTER1 swings at Magician and hits once for 4 damage. Magician is destroyed!

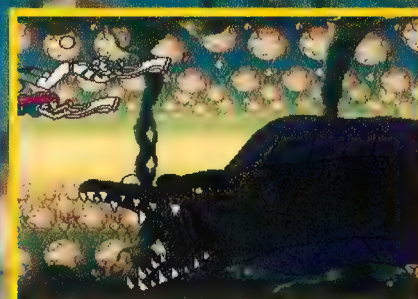


PREVIEWS

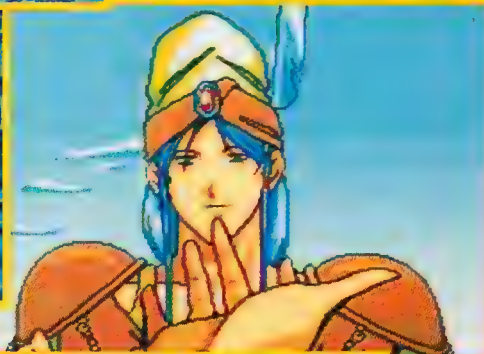
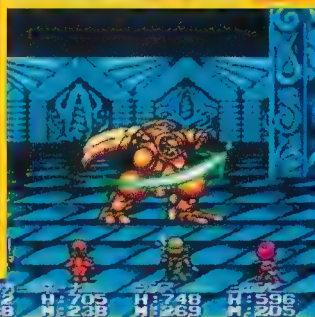
Space Ace

You are Dexter, and your mission is to rescue Kimmy, save the earth and, in the meanwhile, regain your manhood. Doesn't sound too easy—and it's not. *Space Ace* starts off with cartoon-quality animation that makes Dexter move like the guy in *Dragon's Lair*. The game automatically scrolls, so Dexter has to move fast or he'll be forced off the screen. Most levels have areas in which Dexter can get energized. Once he's energized, he can shoot aliens. Avoid colliding with aliens, being hit by lasers or falling off cliffs.

Dexter is running and jumping most of the time, but there are also some special levels. Dexter will be able to fly a flying saucer through a scary Power Tube, use rocket skates to find his way through a maze and zoom through Motorcycle Maze with wheelies and ramps. Collect different colored disks to receive power-ups. Red disks allow Dexter to time warp, green disks increase laser power and white disks give Dexter extra life.



Vay is a mechanized piece of armor that Prince Sandor must find in order to rescue the princess, who has been captured by the Darnek Dynasty. But that's not as easy as it sounds, because five magicians have stolen the armor and hidden it away. The wise man Otto must help Prince Sandor find the missing armor. It's one of those boy meets girl, boy loses girl, boy finds girl RPGs.



GAME
Space Ace
AVAIL:
Second
Quarter
1994
SYSTEM:
Genesis
BY:
Absolute
SIZE: 8 MB
PLAYERS: 1



GAME
Vay
AVAIL:
Late April
1994
SYSTEM:
Sega CD
BY:
Working
Designs
SIZE:
CD-ROM
PLAYERS: 1

PREVIEWS



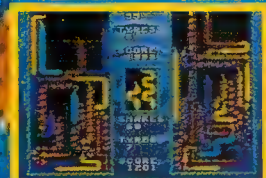
GAME:
WildSnake
AVAIL.:
Second Quarter
1994
SYSTEM:
SNES
BY:
Bullet Proof
Software
SIZE:N/A
PLAYERS:
1 or 2



GAME:
Cyber
Slider
AVAIL.:
Second Quarter
1994
SYSTEM:
SNES
BY:
Bullet Proof
Software
SIZE:N/A
PLAYERS: 2



GAME:
The Twisted
Tales of
Spike
McFang
AVAIL.:
Second Quarter
1994
SYSTEM:
SNES
BY:
Bullet Proof
Software
SIZE:N/A



Bullet-Proof emphasizes *WildSnake's* creation by Russian game designers Eugene Sotnikov and Alexi Lesagrov because of their involvement with the *Tetris* series. Other than that, this game's just another one of the puzzler variety. The player has to guide snakes of different colors down the screen as they fall. Match pairs of snakes that are the same color so that one of the snakes disappears. As long as you keep eliminating snakes, you're okay. But as soon as those things pile to the top, you're not.

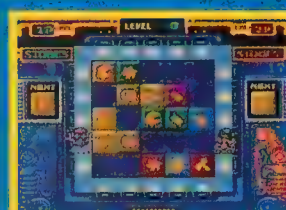
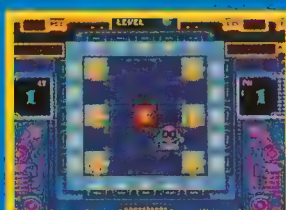
WildSnake provides ten different levels, and with each level comes a more menacing snake—from Nestling to King Cobra. And they move faster and faster. There are eight different grid shapes into which the snakes can settle and a choice of forest, desert, water or grassland backgrounds. There's also a simultaneous two-player mode.



You're a robot whose mission it is to match together three or more sliding tiles of the same color or design to make them disappear. Sound familiar? The game gets faster as more tiles are matched.

CyberSlider's got more than 100 levels to boggle the mind. There's even an extra puzzle mode from Alexey Pajitnov, the father of *Tetris*.

The two-player mode in *CyberSlider* features both cooperative and competitive game play. Either help each other to clear the screen as quickly as possible or try to get more points than the other player.



Now this one's an adventure game and it goes *Zelda*-style. Spike McFang is a young vampire and "budding magician." He and his buddies are the only ones who can save the leaders of his island kingdom, who have met up with disaster. Spike, his magic cap and his deadly spinning top hat are up against all sorts of beasts and ghouls. By defeating them, he will save the kings and queens of his kingdom from an evil traitor.



PREVIEWS

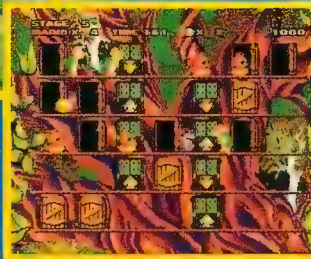
Mad Dog McCree

This is the closest you'll get to the actual arcade game. The full-motion video is amazing, brought to you via the Digital Video cartridge. Set in the American Old West, your mission is to find Mad Dog's secret hideout and rescue the sheriff, who's been kidnapped by Mad Dog's gang. The only way to do this is to shoot the bad guys. That means a lot of cool gunfights. If your reflexes and timing aren't up to par, you end up in the undertaker's parlor.



Hotel Mario

1 PLAYER
2 PLAYER
HI SCORES

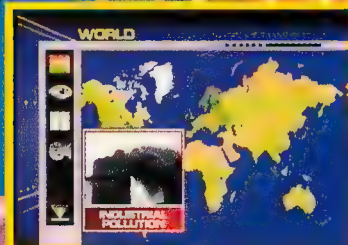
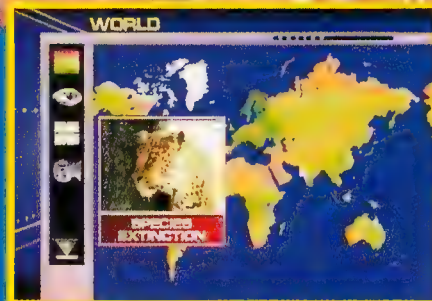
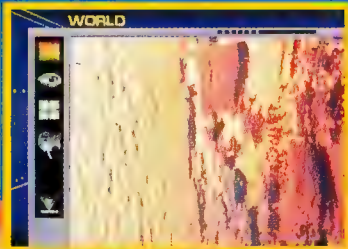


From Philips' Fantasy Factory comes *Hotel Mario*. Mario and Luigi jump and jive through the Mushroom Kingdom in order to rescue the ever-victimized Princess Toadstool. Bowser, the King of the evil Koopaling clan, has kidnapped her and taken over seven hotels in the kingdom. So, Mario and Luigi have to avoid Koopaling's traps and get to the Princess by opening and shutting a lot of doors. *Hotel Mario* features an original CD-quality soundtrack, animated sequences of Mario and Luigi and incredible graphics.



Earth Command

It's up to you to save the Earth from a complex series of ecological and social dangers—and you've only got three hours to initiate a crash program. It's sort of a *SimCity*-type game. *Earth Command* includes video footage from CNN, Greenpeace, the U.S. Department of State and other sources to add a realistic edge to this simulation game.



GAME: Mad Dog McCree
AVAIL.: Late Spring
SYSTEM: CD-i
BY: Philips Media
SIZE: CD • Rom
PLAYERS: 1



GAME: Hotel Mario
AVAIL.: April '94
SYSTEM: CD-i
BY: Philips Media
SIZE: CD • ROM
PLAYERS: 2



GAME: Earth Command
AVAIL.: April '94
SYSTEM: CD-i
BY: Philips Media
SIZE: CD • ROM
PLAYERS: 1

PREVIEWS



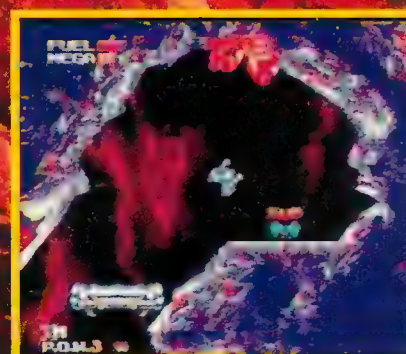
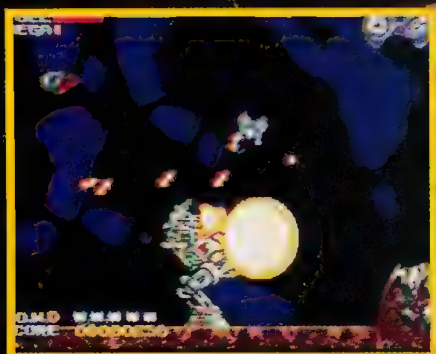
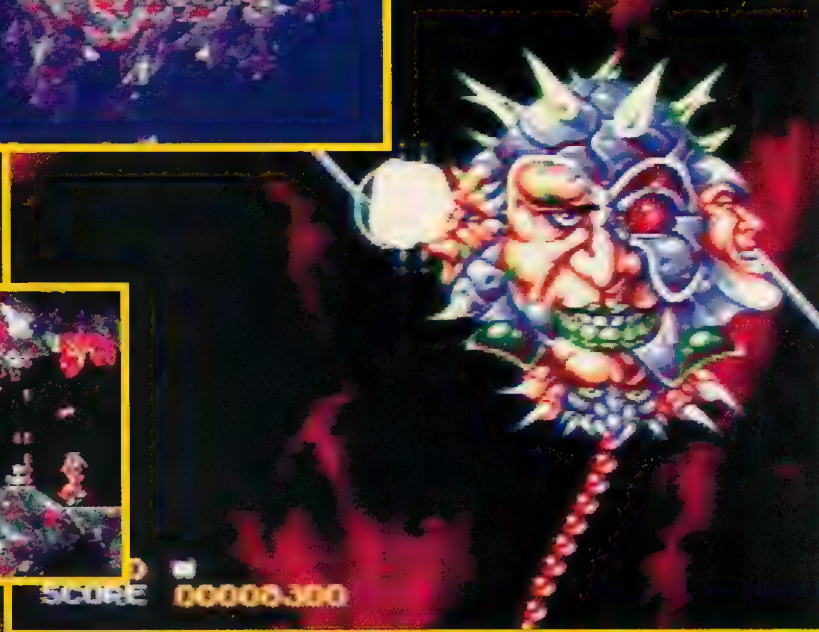
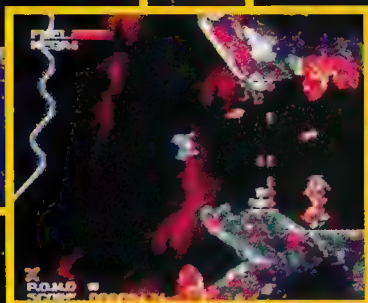
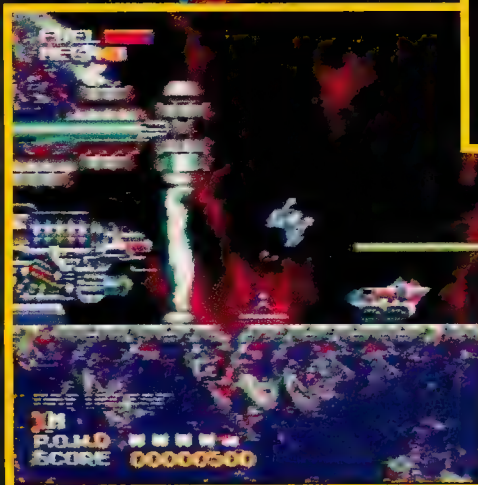
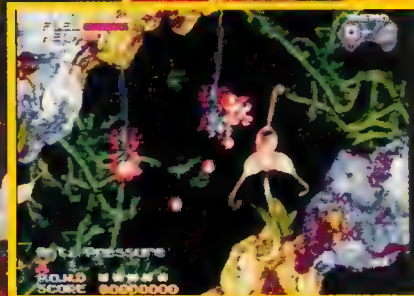
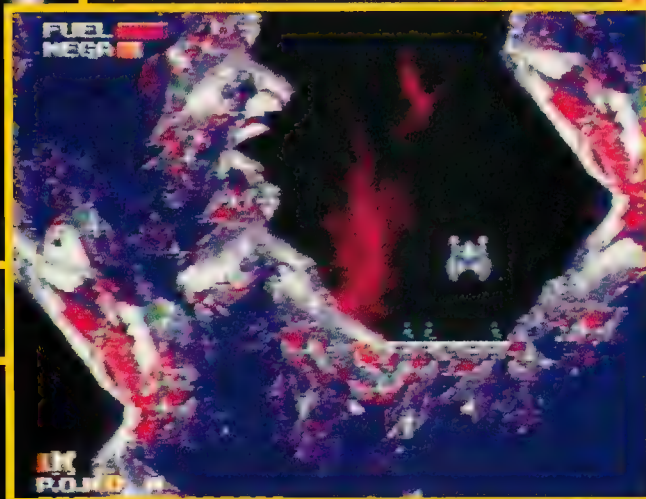
GAME:
Sub Terrania
AVAIL.:
First Quarter
1994
SYSTEM:
Genesis
BY:
Sega
SIZE: 16 MB
PLAYERS: 1

SUB TERRANIA

An underground mining colony has been trapped by enemy aliens and you've got to save them. That means you're underground in deep space. Sounds like a real blast. Nine levels of a futuristic game that plays sort of like *Asteroids*.

As the pilot of a prototype space fighter, you're flying through caverns, mines and tunnels while avoiding a slew of monsters and the fatal force of alien laser cannons. Look for special weapons like missiles, fuel depots and shield recharges. Only get fuel when you need it. Otherwise, you're just wasting it. It won't replenish your fuel supplies if they're already full.

Every level introduces different features. For example, in the second level your ship can attach to a Wheel-O type track and travel through the mines quickly. The airship also turns into a submersible in the game's final levels.



PREVIEWS

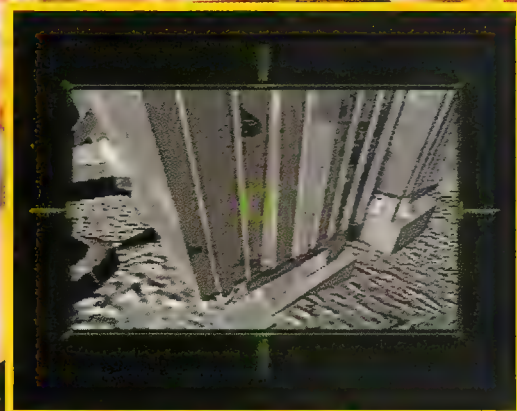
MISSION REPORT Level 2: Mission V1.1

■ You will begin and end your mission here.

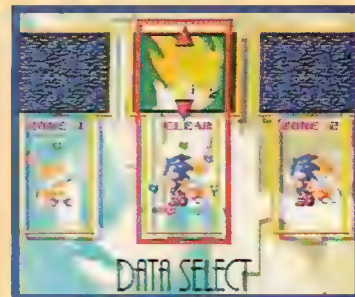
■ The sub-module is here. However, the aliens have sealed the entrance to the cave, trapping our way.

■ The group you rescued report the aliens have built a doomday machine. They believe by destroying it, you can retrieve our troops and the sub-module.

■ This Mining area is equipped with rail transport, they allow greater stability when loading the mine.



PREVIEWS



Plug it into your Genesis...and that thing you used to call a TV set becomes a window to a different world—a land of color and sound, of action and adventure, of terrible danger and glorious reward." Faithful VIDEOGAMES readers may recognize these words—I used them to describe the original

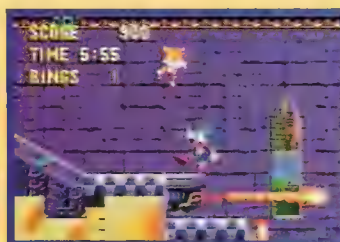
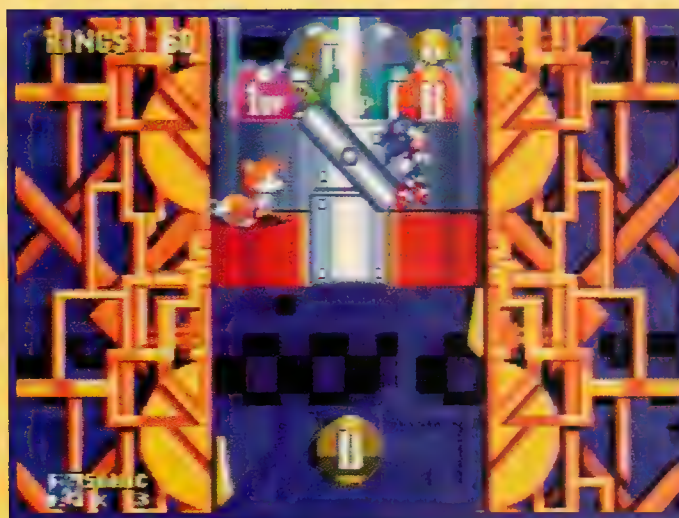
Sonic the Hedgehog back in June of 1991. I'm using them again today to describe the latest sequel: *Sonic the Hedgehog 3* is a knockout game that's better than last fall's *Sonic CD* and *Sonic Spinball* combined.

What makes it better? For starters, it's a 16-megabit cartridge; that's twice the memory

capacity of *Sonic 2*—the best-selling 16-bit game cartridge in the history of the industry—and four times the size of the first *Sonic* game. That doesn't mean that the game will deliver four times as much fun or last four times as long; on the contrary, *Sonic 3* has fewer stages than its predecessor, and the new

battery-backed game save feature guarantees that it'll take you less time to reach the ending. What the extra memory does mean is that the graphics and sounds are stunning, the bonus stage is brilliant and—most importantly—the individual stages are HUGE. Huge, I tell you! Most of them are even bigger than the Casino Night Zone in *Sonic 2*. My favorite is the two-part Hydrocity Zone; this is Sonic at his finest, with a maze of ramps, elevators and pools of water that could take the completest days to fully explore.

For some gamers, the most



Sonic the Hedgehog breaks into 16-meg territory in Sega's new *Sonic 3* cartridge.

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significant aspect of *Sonic 3* is that the developers have corrected the biggest flaw of *Sonic 2*: the squeezed, disproportionate graphics in the two-player split-screen mode. This time the split-screen looks gorgeous, with characters that roll into perfect circles instead of flattened goose eggs when jumping. This silver lining is surrounded by more than a few clouds, though. Just for starters, while the five Competition Zones are completely different from the stage layouts in the main game, they're also extremely short.

The control response is noticeably different from the standard game, too. Unless there are some cool "Time Attack" secrets like the ones in *Sonic CD*, I can't see much long-term play value in *Sonic 3*'s Competition mode.

Then there's Knuckles the echidna, a new character who's been touted in these pages as "Sonic's pal" but is, in fact, a troublemaker who repeatedly interferes with our hero's progress. You can choose to play as Knuckles in the Competition mode, but during the main game he's essentially an enemy. I had to look in the dictionary to find out what an echidna is; while I can't vouch for the singular nature of Knuckles' digestive system, I know that his modest nose and smooth appearance are miles away from the long snout and furry coat that Webster's says he should have. As is, he resembles a red Sonic with a rubber glove on his head. It's frustrating, too, that, after all of his cruel taunting and mischief, you will never get a chance to spin-dash that evil smirk off of Knuckles' face.

While I'm picking on flaws, I should also men-

tion that the final Robotnik boss and ending sequence don't strike me as being more impressive than those in the first two Sonic cartridges. *Sonic CD* has a great ending—no doubt a result of the near-limitless storage space—but I expected

more from a 16-meg game. There had better be some incredible Easter eggs hidden in this cartridge!

Having said that, the rest of the news about *Sonic 3* is all good. New power-up items include special shields that protect Sonic from various dangers. Pressing the jump button

while Sonic is in midair causes a brief shield flash that can do extra damage to enemies (including boss characters); try this when Sonic is powered-up with one of the special shields and you'll get other special attacks. The Lightning shield is the best; it actually attracts the golden rings like a magnet!

Speaking of rings: There are two extremely cool bonus stages in *Sonic 3*. Gather 50 rings and touch a star post; you'll be sent to a giant gumball machine that dispenses power-ups as you bounce off the walls to grab them. Find a giant ring and you'll enter the Special Stage, where Sonic scurries across the surface of a giant globe, collecting blue spheres and avoiding red ones. The animation and rotation effects here are surprisingly smooth; objects scale smoothly in from the

horizon as Sonic chugs ever onward.

I don't want to give away too many of the game's surprises; suffice it to say that *Sonic the Hedgehog 3* is another cream-of-the-crop action game, a real feather in Sega's cap.

—Chris Bieniek



GRAPHICS

9

More animation, different enemies and dozens of layers of background scrolling make *Sonic 3* a graphic delight. The special stage is supersmooth and gives a completely convincing illusion of depth.

SOUND/MUSIC

8

A typically solid, toe-tapping soundtrack, punctuated with the occasional digitized sample. ("Come on!") Unfortunately, the crisp snare drum sound from the first two games has been replaced; I want it back!

PLAYABILITY

9

Immediately accessible controls that respond flawlessly (except in the Competition mode). It's nice that the spin-dash doesn't require the extra "charging" time that limited its usefulness in *Sonic CD*.

EDITORS' RATINGS

GORE 9 MIKE 9 BETTY 8 NIKOS 8

BANG FOR THE BUCK

9

THE LOWDOWN

While it's somewhat disappointing that *Sonic 3* doesn't flaunt its 16-meg muscles as much as you might expect, it's still an instant classic that'll hit gamers of all ages and skills right between the eyes. If you take the time to venture off the beaten path and explore Sonic's world more thoroughly, you'll find that the fun will increase exponentially.

SKITCHIN'



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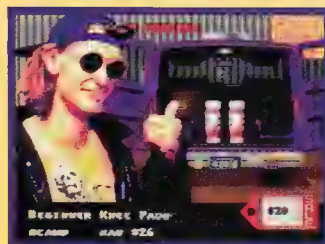
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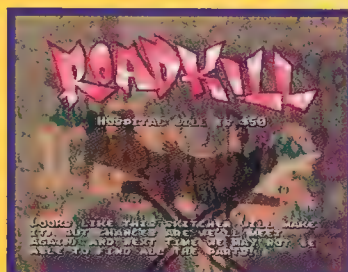
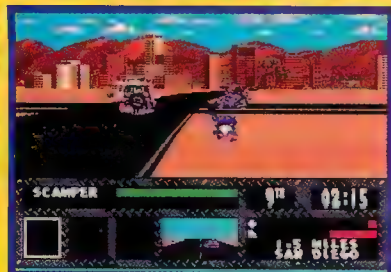
Try to "skitch" the cops for extra money, but, if you get caught, prepare for a run-in with them.



The last time I went "skitching" (the word used to describe the act

of grabbing onto a moving car while riding in-line skates or your heels on an icy or snowy surface), I was riding a skateboard and grabbed onto the back of a Mercedes-Benz driven by a rich, middle-aged woman. I was riding along fine until the lady saw me, panicked and slammed on the brakes. Physics exerted its force on my body and I rocketed into the middle of an intersection and slammed into the side of an old Volkswagen bus driven by a burned-out Deadhead. The taste of a 25-year-old VW mixed with the blood from my bottom lip is one that I'll never forget.

Unfortunately, *Skitchin'* does not quite hold the excitement or the taste of skating and raising hell around town. *Skitchin'* is a gimmick game, cashing in on the trendy popularity of roller blading and street culture.



Skitchin' is your basic car-wars game, except you're blading and you don't really have to worry about steering. You travel around North America racing down two-lane highways, grabbing onto cars that whiz by. This is all in an attempt to beat your competitors to the finish line. Along the way, you can pick up weapons (nunchakus, pipes, whips, chains—kinky!) to beat the crap out of your opponents. Or you can get tricky by

going for various flips off of jumps or stationary cars and trucks. For each guy or trick nailed, you get extra cash for the skate shop (run by Stan the back-of-the-van man, who reminds me of the creepy guy who used to run a surf/skate shop in my neighborhood and was convicted of child molestation).

Skitchin' tries a little too hard to be down with the street kids. The game's use of slang is off and the graffiti looks lame. More concentration should have been put into making a versatile game instead of mimicking a part of popular culture that I doubt EA's game designers understand very well. The inclusion of a "CD player" feature so that the player can choose a tune to skate to is a bad idea because the music is weak. If you're going out skating, you're more likely to listen to Schoolly D or Rocket From the Crypt, not the lame boops, beeps and beats of a bad video-game soundtrack.

Overall, *Skitchin'* is a game that would be fun to rent, but it's not like you should push anybody out of the way at Toys 'R' Us to get a copy. If anything, you'll start playing *Skitchin'* and just decide to go outside and skate. In fact, I think I'll do that right now.

—Nikos Constant



GRAPHICS

7

The visuals are way cool, once you get past the wack graffiti. The highway scenes have a variety of scenery and obstacles to stimulate visual entertainment.

SOUND/MUSIC

5

Most people make cooler sounds when they eat it on in-line skates, but I guess the sound of scraping flesh is hard to replicate. The music is also pretty bad.

PLAYABILITY

5

The control is okay. There are a lot of similarities between EA's *Road Rash* and this title, but this game is not as enjoyable as *R.R.* The two-player mode is fun, but it would be better if there was a 4-Way play option available.

EDITORS' RATINGS

GORE

6

MIKE

7

CHRIS

6

BETTY

5

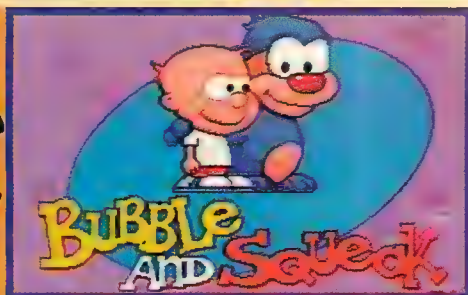
BANG THE BUCK

6

THE LOWDOWN

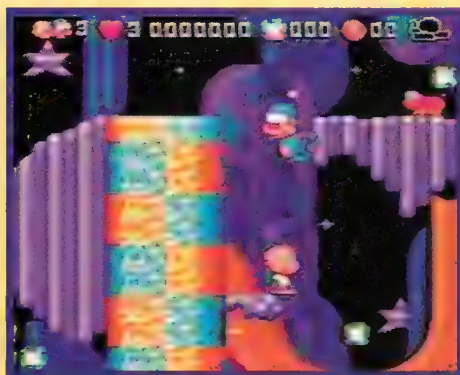
Save your money for your own pair of in-line skates or, better yet, a skateboard. It's more fun to "skitch" yourself going 40 m.p.h. or learn a kick-flip than to sit in your room and play a game that doesn't give you the great feeling of the sun on your face and the wind in your hair.

REVIEWS



Bubble is a kid with a premature kemo-cut bald head, and his most omnipresent companion, Squeak, is so moronic that he must literally be kicked by Bubble in order to move. In spite of its name, *Bubble and Squeak* is not a two-player video game—rather Squeak's only function is to help and follow Bubble through each level. The object of the game is best described in the Sunsoft press kit: "The object of the game is to make the two characters, Bubble & Squeak, free the alien in the Bozo dome, then find the exit." Hmmmm. Sound confusing? Just what is a "Bozo dome," you ask? It's probably a Zen thing—you aren't really supposed to know what it is, but you can spend countless hours meditating just thinking about it.

Most of the game is spent collecting sparkling jewels and magical pennies that appear in the place of a destroyed enemy while proceeding through the platform-oriented screens. With the pennies, you can purchase gumballs that you feed to Squeak in order to



get him to move his lazy butt—kind of like Scooby Snacks and Scooby Doo. This kind of directionless pabulum and worn-out action is found for a dime a dozen on your local Toys 'R' Us shelves and is wearing awfully thin.

I suppose it's time that consumers hold video-game producers accountable for the games that they sell. Shelling out \$40 to \$60 for a game that is made to hold your attention temporarily is an ugly experience that will leave you feeling dirty and cheated.

And, even so, there is some limited fun (for a limited time) in playing *Bubble and Squeak*, but, as soon as its newness wears off, you will be bored out of your skull and forced to find new and more inventive ways to kill off your pal Squeak (the best of which, incidentally, is by drowning the hapless slob in the frothy pink waters at the bottom of the Bozo dome!).

—Kevin Burke



GRAPHICS

4

Nothing much to report here. Very basic-looking, with some nice underwater stuff, but mostly par for the course "platform" graphics. Plus, the main character looks too much like Bonk from TTI/NEC.

SOUND/MUSIC

4

The sound is almost nonexistent, and what there is leaves much to be desired. Suggestion for better sound: Try humming your own tunes and making your own sound effects as you play—it'll be more pleasing and more professional.

PLAYABILITY

5

The action is anemic, with very little to excite even the novice among you. The control is passable, but nothing inventive. Bubble does have a shooting star weapon that flies from the character and then rises as it travels across the screen, which is nice.

EDITORS' RATINGS

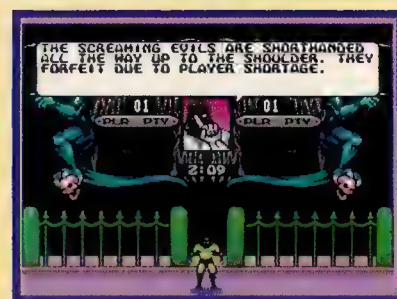
GORE 6 MIKE 5 CHRIS 7 NIKOS 5

BANG FOR THE BUCK

5

THE LOWDOWN

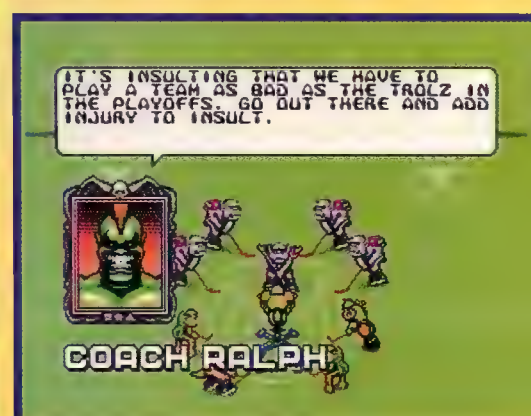
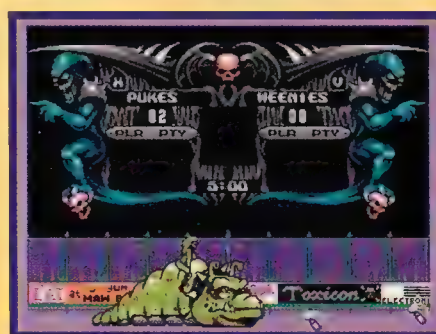
All in all, *Bubble and Squeak* is another cookie-cutter platform adventure game that is mostly flaccid and uninspired. Confusing and rife with boredom, this game is definitely not worth the big dough you will have to spend to own it.



I've never been a big sports fan. Most sporting events are just too long for my MTV driven attention span, to last for nine innings, four quarters or 18 holes. The only sports I watch are short and brutal: kick boxing, Mexican wrestling, the WWF and the American Gladiators. I enjoy these sports because of their honesty. Even though the goal is to win at all costs, the athletes do it with humor, honor and style. Sure, steroids are used, blood is shed and the participants are like cartoon characters, but these factors add a little personality to the games. Even though many laugh at these sports, they seem to have a little more depth to them than say, the anti-septic NFL or NBA. They aren't just about the score, they're about playing the game.

Mutant League Hockey by Electronic Arts is another example of a game that isn't about winning but about playing the game. It's basically *NHL '94* with an added artistry that keeps me more interested in playing than the tons of boring player stats loaded into EA's best selling hockey simulation. In *Mutant League Hockey*, the "goal" is to draw blood.

The basics of *MLH* are simple. You can be one of 20 mutated teams that can play a regular season or a playoff. Things get a little weird when you see that your team consists of trolls, robots and skeletons, each with their own advantages and disadvantages (i.e., trolls are strong but slow; robots are fast but weak; skeletons are kind of fast, kind of slow). Each team has an appropriately distorted name such as the Cadavers, Derangers, Pukes and Slayers, along with a skill rating of 0-6 skulls. There is also a selection of special, nasty and phony plays so that your team can cheat its way through the game.



Mutant League Hockey uses the creativity allowed in video games to its advantage, with lots of blood and gore. Remember, this isn't real life.

The plays for cheaters definitely make *Mutant League Hockey* a superior game. Finally, you can break the rules and see some killer animated sequences that show your players going wild. Every team has a choice of three special plays;

Bribe Ref: During the game you players can pick up coins thrown onto the rink by the crowd. When you have enough, you can bribe the ref into not calling penalties against your team, while calling phony penalties against your opponents.

Waste the Ref: The only counter against a bribed ref is to kill him! You'll bust a gut when you see your team slaughter the jerk.

Jail Break: This is like a "Get Out of Jail Free" card for all of your players stuck in the penalty box.

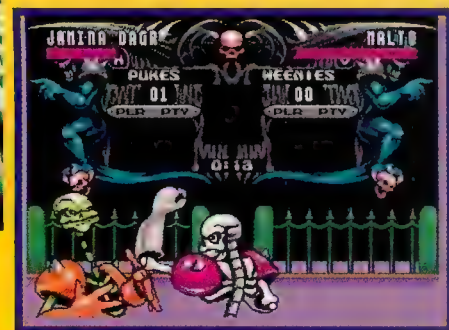
Nasty plays are even more entertaining than special, but not every team can use every nasty play. The seven different nasty plays are:

Exploding Puck: Blow away your opponent with the slap shot from Hell. It's especially funny against the goalie. Boom! What a surprise!

Rocket Puck: A turbo charged slap shot that will burn the other teams eyeballs because it's so fast.

Waste the Goalie: If you can't join them, beat them. All of your players gang up on the other goalie. Careful of the mess after you're done.

Nasty Goalie: Your goalie will take out anybody on the other team that's within spitting distance.





Confusion: Causes your opponent's controller to malfunction.

Armed Force: Suddenly, all of your players pull out weapons and go on a killing spree.

Skunk: The mutant with the puck farts his way down the ice, disabling anybody on the other team dumb enough to sniff.

You don't just have to worry about the other team in *MLH*, you also have to worry about various hazards around the rink. Pits, thin ice and holes cause you to fall under the ice for the duration of the period. The graphics for this are especially cool because you can see the fallen players swimming around underneath the ice. Ice Sharks can trip you if you skate over their fin, fire will burn you and spikes will turn you into shish-ka-bob.

Each player in *MLH* has a health bar that appears when they have been selected on the ice.

If one of your players is getting low on health, you can sub in a new character. One fun thing to do is to sub in a whole team of trolls, robots or skeletons. This changes the play style and speed of the game adding extra enjoyment to the carnage. You can even sub the goalie with a "Demon Net," a living goal that opens and shuts its mouth quickly, making it hard to score. If a goal is made, you're in for a treat, as it explodes in a bunch of gunky pieces.

The only bad features in *Mutant League Hockey* are the fights. Weak! You can only punch and block, and the feel is really bad. It would have been better if you could see the whole player fighting on the ice, slipping around, just like in the NHL. This part of the game could have been left out.

Overall, *Mutant League Hockey* is an excellent game, well worth the money. The graphics are entertaining and the game play is awesome. If sports were this way in real life, my eyes would be glued to ESPN every night reveling in the beautiful violence of blood sports. Thank goodness they make video games so that nobody gets hurt.

—Nikos Constant



GRAPHICS

8

Similar to *NHL '94* except the goal comes alive and players can ram themselves on spikes, squirting blood all over the ice. These graphics are great for a Genesis game, with smooth animation and clearly drawn characters.

SOUND/MUSIC

8

The crowd beats out "We Will Rock You" by Queen and the players scream in agony when they get hurt. Enough said.

PLAYABILITY

9

MLH will have you coming back for more. It's fun to go out on the ice, cause fights, and kill the other team. Add to this the skill and dexterity needed for hockey, and you have a great game. The 4-Way Play adapter is a must.

EDITORS' RATINGS

GORE 8 MIKE 6 CHRIS 8 BETTY 8

BANG FOR THE BUCK

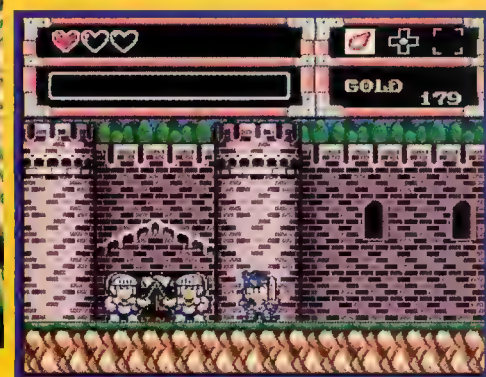
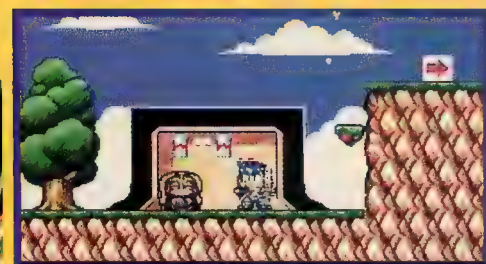
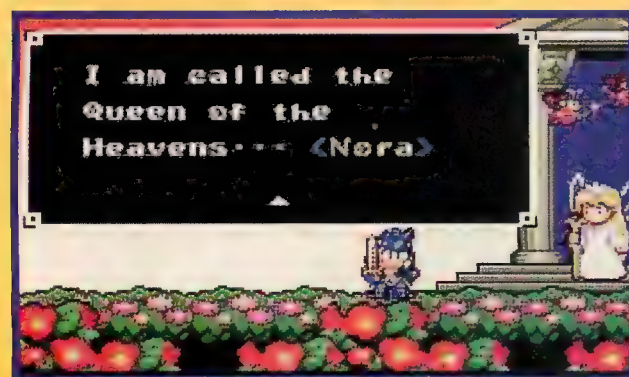
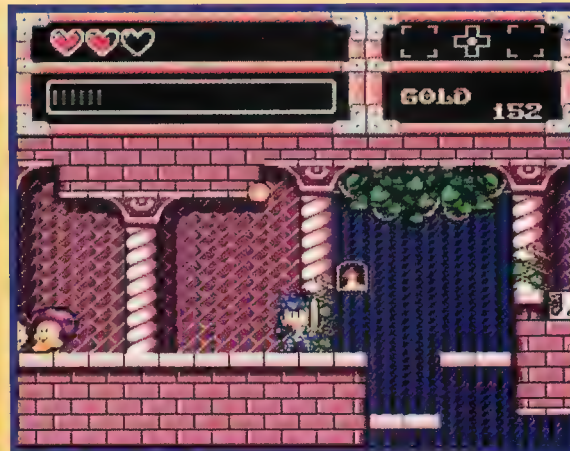
9

THE LOWDOWN

This is the sports game for people who despise sports. If you hate having to worry about scoring a goal then just attack the other team's players. If you incapacitate enough of them, they'll forfeit the game even if they're ahead on the scoreboard. Might may not make right in the "real" world, but in *Mutant League Hockey* it makes all the difference.



REVIEWS



Here's a hint: Be patient and you can totally clear each area of roving monsters.

Ever see that TV show about the grandfather who'd died, only he didn't believe it? He continued to walk around for weeks, rotting slowly, until pieces of him started falling off. So it is with the Duo, the System That Refused to Die. And *Dynastic Hero* looks, plays and sounds exactly like any Duo CD game of the past four years; there's been no growth, no improvement in sound, game play or graphics. In this industry, if you sit still, you get left behind, and the Duo's definitely been left behind.

That said, *Dynastic Hero* is a tough game to dislike. It's unremittingly cutesy: You run around acres of side-scrolling territory, whomping cutesy little monsters with your cutesy little sword, collecting money and hearts for your lifeline and occasionally buying a better weapon or piece of armor. There are towns, each with a little problem you've got to solve. There are the usual boss monsters and puzzle-strewn labyrinths. But everything feels scaled down: The towns are tiny, the creatures and bosses aren't very difficult to beat and the puzzles won't hold you up for too long. It's almost as if they wanted your dead grandfather to be able to play this one.

—Josh Mandel



GRAPHICS

4

Because you're never stuck in one area for long, you get to visit a lot of places. Trouble is, these places aren't much to look at; they're the same crude cartoon-style graphics used in nearly every TG-16 game since *Legendary Axe*. Get a palette!

SOUND/MUSIC

6

Why a "6"? Because I give it an "8" for music—which is, again, a bit too cutesy, but beautifully orchestrated and CD-quality—and a "3" for sound effects, which are surprisingly sparse and unrealistic.

PLAYABILITY

8

For all its 8-bit faults, it's a very cleverly designed game. Since none of the puzzles or bosses are overly tough, you're constantly exploring new areas and meeting new creatures. This keeps the game moving and keeps the interest high. Great design job, Hudson Soft!

EDITORS' RATINGS

GORE 5 MIKE 7 CHRIS 7 NIKOS 7

BANG FOR BUCK

7

THE LOWDOWN

It's *Zelda Lite*. The cuteness is a little overwhelming, the graphics are definitely retro, but the game within is amusing and entertaining—like just about every Hudson Soft game I've ever played. They've got this beginner-level RPG genre down pat; why they're still releasing games for the Duo is a mystery.



In the September 1993 issue of *VIDEOGAMES*, I reviewed the Genesis version of *Jurassic Park* and gave it an overall rating of 7. (I was extremely drunk at the time.) In the review, I said, "At least this will help you kill time while you wait for the scorching hot Sega CD version of *Jurassic Park* coming later this year." The wait is over, dear readers, and *JP CD* was worth it.

The game's story line picks up where the movie left off. Isla Nublar has been ravaged by a tropical storm, and you've been sent to salvage the rarest objects on the island—dinosaur eggs. You need at least one egg from each of the island's seven species to complete your mission.

Alas, there are a few problems. Problem 1 is that the helicopter that took you to Isla Nublar is now a smoldering pile of rubble. Problem 2 is that you have only 12 hours to recover all the eggs. Do the words "suicide mission" mean anything to you?

The game itself is a point-and-click graphic adventure in which the player picks up items and solves puzzles. For example: There's a locked crate near a wandering triceratops. Before you can open the box, you have to lure the triceratops away. Maybe you should feed it the branch you plucked off a nearby tree. (Or maybe you should shoot it and enjoy the hilarious death sequence.)

The action is presented through a first-person viewpoint/perspective. The cursor you move around the screen changes into a Hand when it is on something that can be manipulated; a Magnifying Glass when it is on something that can be ex-



amined; and a Travel Arrow when it is on a path to another location. It's just that simple—or at least it seems that way until you get stuck on one of the game's numerous puzzles.

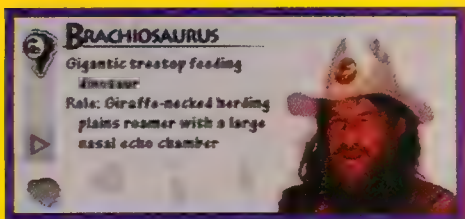
Jurassic Park's exceptional graphics show the influence of lead artist Mimi Doggett, an industry veteran who created artwork for many classic Accolade computer games, like *Law of the West*, *Psi-5 Trading Company* and *Card Sharks*, among others.

The music in *Jurassic Park* is good, with the exception of the cruddy opening tune. Spencer Nilsen's work on *JP* is much better than on the disastrous *Sonic CD*. The sound effects outshine the music, though, with a nonstop barrage of hoots, hollers and growls.

—Zach Meston



Jurassic Park has nasty puzzles, full-motion video, guns, dinosaurs and a computer hacker with a passing resemblance to *VG's* own Betty Hallock.



GRAPHICS

8

There's a lot of Cinepak full-motion video (which does *not* add more colors to the Sega CD palette, despite rumors to the contrary). The dinosaurs look a bit cheesy, and the fade and dissolve effects used when moving to a new location are *very* bad.

SOUND/MUSIC

9

The opening music is very annoying, but the in-game music is very good, and the sound effects are brilliant. These dinos sound really pissed! I especially like the sound effects in the death sequences—hearing a raptor eat on your corpse is delightfully disgusting.

PLAYABILITY

9

The point-and-click interface works very well, and using the various items in your inventory couldn't be simpler. If you can't solve a puzzle in *JP*, it's not because of some silly design quirk; it's because you're "mentally challenged."

EDITORS' RATINGS

CORE 7 MIKE 8 CHRIS 9 NIKOS 7

BANG FOR THE BUCK

8

THE LOWDOWN

Jurassic Park is high-quality stuff. The game design is refreshing, the graphics and sound push the Sega CD to its limits and the puzzles range from simple to so frustrating that you'll strangle your cat. Heed my words, O Mighty Reader: Grab yourself a copy of *Jurassic Park* and have yourself some fun.





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Even though I've always been a fan of big muscle cars, most driving games don't impress me. None of them gives me the feel of driving around in a '68 Pontiac GTO or a Dodge Charger. I want to feel the heat of the floorboards as I tear around the streets. I want to have the windows open and the stereo cranked as I bump along to Van Halen's first album or some Ozzy. *Rock 'n' Roll Racing* gave me a bit of that feeling, but you couldn't change the music—at least in your own car you can switch tapes. And most Formula 1 games are just a bit too sterile. I still have to admit that I like *Super Mario Kart* the best because it's cute, has a lot of strategy and great perspective, and lets you crank Mudhoney super-loud while you're playing. But why don't they make a racing game with cool cars?

Well, *Battle Cars* has almost done that. Some of the cars are cool-looking, but some suffer from that stupid post-apocalyptic *Road Warrior* look that was way dead after *Max Headroom* went off the air. For some reason, I really don't think there will be spikes on cars in the future. Explodes-on-contact armor, maybe. Spikes? No.

Battle Cars is pretty much what the title suggests: a racing game mixed with an episode of the *A-Team*. You race, get money, buy bigger engines and bigger guns, and race some more. The best part of *Battle Cars* is the two-player and tournament options. It's like playing a macho version of *Super Mario Kart*. They could have really improved the game by making it compatible with a four-player adapter so that you could have a battle royale, but it looks like somebody on the design team was asleep at the wheel.

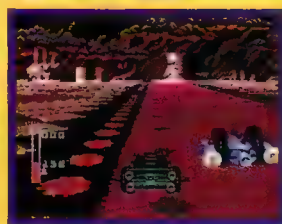
The one major flaw with *Battle Cars* is the absence of a rearview mirror. You can tell your enemy

is on your tail only by a small cursor that appears behind your car and gets bigger and smaller depending on how far away your opponent is. Another problem is that you're only racing a one-on-one battle. There are drones who race around and try to distract you, but they're not really a big deal. After I had played through the game, I wanted it to get harder.

One thing I really liked was the absence of the tracking map that appears in most race games. It's cool to have the track be more of a surprise as you drive along, instead of always knowing where the next turn is. (But in keeping with the theme, I guess they *should* have the map because it's the future and most cars will be equipped with an auto-mapping feature. Maybe that should be an option you could buy—then you'd have the surprise of the track, but also have the ability to create a map for strategic driving. Steal my idea, somebody!)

Overall, *Battle Cars* is more of a Friday night rental than a game to buy. Get some friends over, buy wax lips, and go crazy. Splurge and buy some Mr. Pibb. You'll be up 'til dawn. And then you'll probably go back to *Super Mario Kart*.

—Nikos Constant



Some of the races can come down to a single miscalculation on a turn, which makes the game exciting, but after awhile you'll have *Battle Cars* wired.



GRAPHICS

Battle Cars has good—but not exceptional—graphics, and quite frankly, I think they're just as good as *Crash 'n Burned*. The background scrolls nicely, and the cars look cool. I just wish they'd cut out the goofy-looking spikes. Game designers must be really into Judas Priest.

SOUND/MUSIC

Not at all distracting, which is always a plus. If you're going to race, you shouldn't have to be distracted, though you'll probably end up putting something else on your stereo.

PLAYABILITY

It's easy to get a handle on controlling the car—almost too easy. The tracks change frequently, and for the better. You have to remember certain parts of the track so that you can outmaneuver your opponent. Once you've got that wired, you'll breeze through the game.

EDITORS' RATINGS

GORE 7 MIKE 6 CHRIS 7 BETTY 6

BANG BUCK

THE LOWDOWN

This is a rental. It's too easy, and it's not so engaging that you'll want to play it over and over again. It's not what I'd call an addictive game. This is just one of those games that starts out cool and then slips to so-so.



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: MEDIUM

COMPANY:
OCEAN OF AMERICA INC.
1855 O'TOOLE AVE., SUITE D-1-2
SAN JOSE, CA 95131

PHONE: (408) 954-0243

It's 1929 and *The Untouchables* takes you back to an old school beat, as you play a member of the original gangster cop squad going after the terrorizing pimps and players on the streets of Chicago. You're up against Al Capone, the original mack daddy, who has taken control of the city. Once you have completed your four assignments around the city, you go up against Big Al in a blast of bootleg liquor and tommy gun patter. You don't want to take him on charges of tax evasion; you want to taste his blood.

The Untouchables smokes. Each of your four assignments involves a different game-playing perspective.

Assignment 1: Downtown Shootout

It's just you and your shotgun, blowing away hoods in the alleys of Chicago. Watch out for the cars that throw firebombs. They mean instant death. Use the boxes and barrels for protection.

Assignment 2: Counterfeit Operation

You go after Frank Nitti, Capone's right-hand man, in the platform level of *The Untouchables*. Pick up the counterfeit money plates and destroy the printing presses before you waste him.

Assignment 3: Gun Run



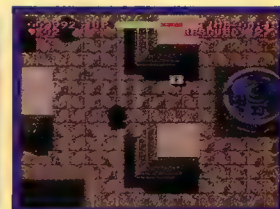
Take your tommy gun to the docks and blow away goons and mobsters who are trying to smuggle guns into the city.

Assignment 4: The Courthouse

This level was my favorite because of its overhead perspective and the various strate-



The variety of different play levels and styles keeps *The Untouchables* interesting.



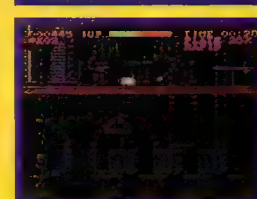
gic moves you can make sneaking around planters and fountains. You have to rescue hostages whom Scarface's minions have taken for vengeance.

Assignment 5 has restricted access until you complete the other four.

The graphics for *The Untouchables* are great. They give you the feel of old Chicago, with dark shadings that heighten the fun of back-alley shootouts. The colors consist mostly of browns, blacks and greens, giving you the scary feeling that you don't know where the mob hit is going to come from. The clothes on the game characters are especially slick. Spats, trench coats and fedoras offer both protection from the Windy City chill and convenient concealment of high-powered blasters.

The only problem I have with *The Untouchables* is the music. For a game based on a certain period of time, the programmers should have used music from the period. It would have been cool to hear some zip-gun bop as I was blowing away members of "the Family." The boops and beeps really sound weak. How about some Chicago jazz? I'd love to hear some Louis Armstrong or Duke Ellington jamming in a video game. If you want to really go deep, they could have put in some Red McKenzie and Eddie Condon, originators of the Chicago sound. If you're going to make a game based in a certain time period, you've got to go for hyperreality. A synth soundtrack is weak. Godfather wouldn't like it.

—Nikos Constant



GRAPHICS

8

Great. The feeling given by the darker shades really gets you into the action. The way the cops and robbers are dressed looks so slick it made me want to go out and buy a fedora and overcoat.

SOUND/MUSIC

5

The sound effects are good (mostly gunshots, explosions and screams), but the music leaves a lot to be desired. A jazzier score would have added a lot to the game by making players feel as if they really were in 1929.

PLAYABILITY

8

The Untouchables is one of those games where you get to know the SNES controller well. You have to be precise with your shooting skills, as well as fast. It takes awhile to get used to, but when you're finished, you could do brain surgery with just a scalpel and an SNES controller.

EDITORS' RATINGS

GORE 7 MIKE 8 CHRIS 7 BETTY 7

BANG FOR THE BUCK

9

THE LOWDOWN

The Untouchables is a great game because of its versatility. The variety of games, from platform to shooting gallery to overhead strategy, is the future of gaming. It keeps your interest in the game while adding depth to the gaming experience.



PRICE: \$49.95

AVAILABLE: NOW

DIFFICULTY: EASY

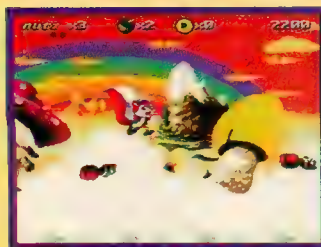
COMPANY:

OCEAN OF AMERICA

1835 O'TOOLE AVE., SUITE D-102

SAN JOSE, CA 95131

PHONE: (408) 954-0202



Hmmm. *Mr. Nutz*. Can't say that the name of the game goes over real well. Six stages of throwing acorns at forest creatures, like ladybugs. They're supposedly in cahoots with some beast named Yeti, who's trying to take over the earth by freezing it. Mr. Nutz, or Super Squirrel, has to prevent him. So, at the end of the game, Mr. Nutz meets Mr. Yeti in a battle to the finish.

Mr. Nutz runs into bosses like Mr. Spider at the end of the first stage. In each of the stages there are enemies like bumble bees, spiders, clowns and jugglers. At first, I didn't even realize that these guys were enemies. They sure don't look real scary. Pick up stuff like acorns (nut-ammo), coins (energy), flasks (in-

vincibility) and extra life and extra energy boxes. At 3,000, 10,000, 60,000 and 100,000 Mr. Nutz gets an extra life. Mr. Nutz can also get extra lives by

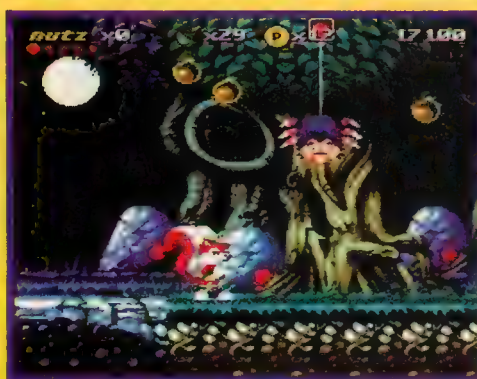
achieving a perfect score on each stage. Do this by collecting all the magic coinage in each stage.

It's too bad Mr. Nutz himself isn't much to look at. All the other characters look better than Mr. Nutz. The porcupines are cool. Shoot one with an acorn and his tines fall off, leaving a little rodent with diapers on.

What it comes down to is that *Mr. Nutz* doesn't offer anything different or exciting. What's so great about watching apples and tomatoes get smooshed as Mr. Nutz jumps on them? I've tried to think of something interesting to say about the game, but nothing comes to mind. The game's okay, but okay just isn't going to cut it.

—Betty Hallock

Mr. Nutz goes nuts with some squirrelly action.



GRAPHICS

7

The main character, Mr. Nutz, is particularly uninteresting. In fact, he's ugly. But the animation is more than fair. I'd say that it was pretty good. There's just not much that's exciting or entertaining to look at.

SOUND/MUSIC

6

I hated the way Mr. Nutz squealed whenever he got hurt. The overall sound effects are good, but the music is pretty boring. The music in the first couple of levels reminded me of the bad music you hear in Japanese cartoons.

PLAYABILITY

6

The only exciting thing about Mr. Nutz is the fact that he can whip his enemies with his tail. Any weapon with some whiplike action has my okay. The acorn-throwing action was boring and monotonous.

EDITORS' RATINGS

GORE 6 MIKE 5 CHRIS 6 NIKOS 4

BANG FOR THE BUCK

5

THE LOWDOWN

Basically, what we're looking at is another platform game with some *Sonic*-like action. But the fact of the matter is, you're way better off buying one of the *Sonic* games. The only audience for which I can recommend this game is one around the ages of four or five that is looking for something not too violent and not too interesting.



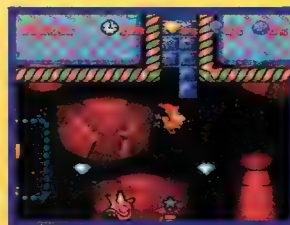
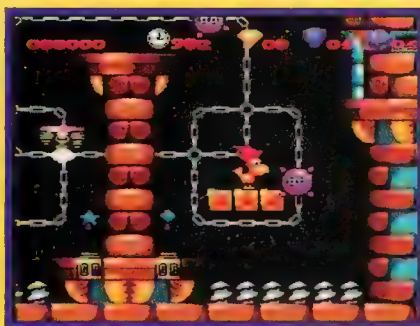
Alfred Chicken is one more in the long list of games coming down the video-game pipeline that isn't really bad or good. It's just there. It's kind of like the last donut at breakfast. You don't really want it, but you eat it anyway, just because it's there.

The game's story is simple. All of the eggs are mysteriously disappearing from Peklesville. You play Alfred Chicken, the town hero who must find the eggs and solve the case. You control Alfred using a jump and zoom method of play. You jump into the air, and then aim the direction pad down so that you can zoom into an enemy with your beak, destroying them.

To get through the various levels, you must create a path by pushing various animated buttons that allow gates and platforms to solidify or disappear. Each level has a specific method of button pushing that must be done so that you can get to the end. This sounds more complicated than it is. Though it lends a certain amount of strategy to the game, it gets repetitive after you have figured out the patterns. As long as you're smart and don't rush through any level, you'll be able to get past the bad guys easily.

The only real challenges in *Alfred Chicken* are the boss levels. These are hard! Pad control is crucial because your zoom aim has to be right on. If you miss just one dive bomb, you will instantly die. It's quite a surprise when the game you think is really easy kills you quicker than Drano.

The key word to describe *Alfred Chicken* is repetitive. After you get over the initial acclimation to the controls you'll find that a lot of the levels are



Save the kidnapped eggs in this Super Chicken knock-off game.

similar in both playability and graphics. Many of the same color hues are used. The first major change in graphics comes after level 12! That's a long time to wait for a different-looking level. The graphics are really good-looking, though:

lines. It's unfortunate that they wasted the benefits of good graphics on so much of the same design.

The coolest sound in the game is Alfred's dive bomb. It should be used as a sample in a song some time. It fits the mood of the game perfectly. Unfortunately all of the other sound effects are forgettable. The music is the same.

Overall, *Alfred Chicken* is just one of those games. I'd recommend leaving it. Like the last donut, it will probably just make you sick.

—Nikos Constant



GRAPHICS

7

The graphics are sharp but kind of repetitive. The first 12 levels look the same. This makes the game get boring quickly. The animation looks good but there could have been more.

SOUND/MUSIC

6

The sound Alfred makes as he zooms down at his enemies is perfect. The music is a little cutesy but at least it doesn't make your ears bleed due to sonic irritation.

PLAYABILITY

7

The control is really clever, but it takes a while to get used to. It's hard to aim a dive-bombing chicken that seems to go 100 miles per hour. Exploring the levels is fun, because there are a lot of hidden rooms with bonuses.

EDITORS' RATINGS

GORE 6 MIKE 6 CHRIS 7 BETTY 7

BANG BUCK

6

THE LOWDOWN

Though the graphics are good, and the playability is above average, *Alfred Chicken* gets monotonous fast. I don't even think little kids would really like it, because everything starts to look the same. If you're a big fan of cute platform games, I'd recommend renting *Alfred Chicken* first. Just a taste is all you'll need before you get really bored.



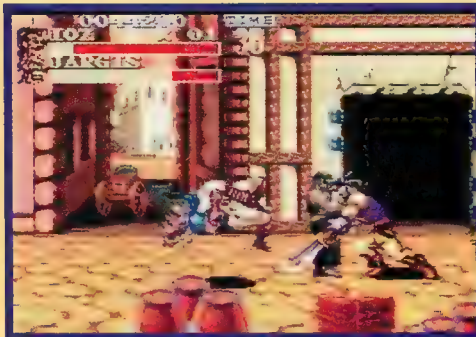
PRICE: \$54.95

AVAILABLE: NOW

DIFFICULTY: MODERATE

COMPANY:
SUNSOFT
11165 KNOTT AVE.
CYPRESS, CA 90630

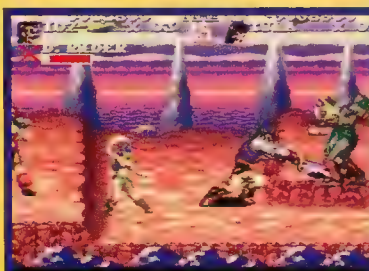
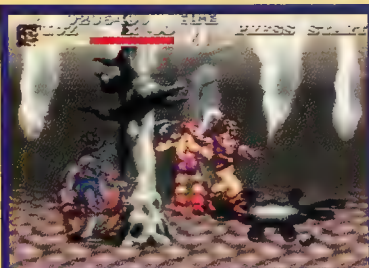
PHONE: (714) 891-4500



Hanna-Barbera and "thrash-'em-all" game fans, *The Pirates of Dark Water* is a game with your name on it. You're thinking, "Oh no! Another dumb pirate game!" Forget Red Beard and Peg Leg, this game involves full-bore action based on the recent Hanna-Barbera Sunday cartoon.

You've seen plenty of games like these that look nothing like what's on TV, but this one will make you trip. Sunsoft uses shadows, reflections in rippling water and realistic scenarios to make this game a work of art.

Choose from three characters, and off you go to find the Treasures of Rule so you can save the land of Mer. But there is no free ride. On the way, you have to fight a huge posse of bad freaks who look like they're from the WWF. For example: Big Pirate is this huge, fat



Beat, throw and slice your enemies. You're a pirate, remember?

homey who'll belly bop you to your doom. So jab him in the gut when you get a chance. Sword-flailing Tall Pirate can cast a shadow on Shaquille O'Neal, but be ready for an even much bigger dude!

On the tube, you can also monitor your own power level and the level of your enemies—this is a cool feature. When you're running low on energy, you can get watermelons (minga melons), as well as raw steaks, to replenish yourself—a weird, but yet interesting, concept.

You get plenty of lives and continues (which you'll need), but kicking butt can actually get boring in this game. Continuously, your

character beats the crap out of everyone, unless you die and run out of continues. Grab and throw, jab and stab or jump and kick over and over.

Also, attack at a 45-degree trajectory and you can always grab the beasts. It's the same problem with other 3-D games like this. While on the topic of similar games, this is a *Final Fight* with swords or another *Double Dragon* or *Streets of Rage II* type of game. So, if you already own one of those, you have your fill—one more might be overdoing it a bit.

—Eric Nakamura



GRAPHICS

The view of the game is superb. Even though it is based on the cartoon, the game does not disappoint. Good scenes, colors and characters throughout. Also, there are levels within each level, so the scenes are always changing. This is a strong point of this game.

SOUND/MUSIC

Hard, distortion-filled rockin' loops are the constant sound. Perfect for sword-swinging pirates. Is Ministry sampled here? The riffs will make Beavis and Butt-head rock.

PLAYABILITY

Move your pirates around in 3-D—forward and backward, right and left. Just remember the buttons, and they do as you want. But squatting down and attacking doesn't exist—a problem. Otherwise, there are no tricks with the controls. Just play the game and keep your eyes open.

EDITORS' RATINGS

GORE 5 MIKE 6 CHRIS 7 NIKOS 5

BANG FOR THE BUCK

THE LOWDOWN

Good looks and also based on a Hanna-Barbera cartoon. Check this game out if you don't already have *Final Fight*, *Streets of Rage II* or *Double Dragon*. It's a slugfest and killing spree until you find the treasure and save the land of Mer.

9

8

7

7



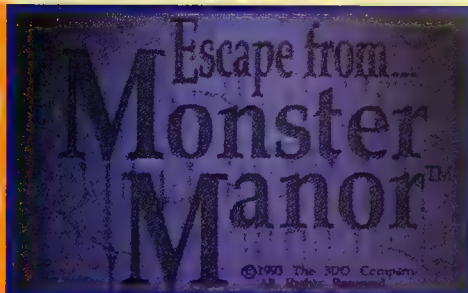
PLAYER SELECT

1 PLAYER

TULA
Low Strength
High Agility

REN
Medium Strength
Medium Agility

IOZ
High Strength
Low Agility



Wait! I'm not looking at another *Shelley Duvall's Bird* game? Hold on a second! I'm in shock. What's wrong? Finally, software-hungry 3DO owners are starting to see a good surplus of games for their systems and *Escape From Monster Manor* is one such title. Let's just hope we are on a roll.

From an originality standpoint, the game is a hybrid of *Wolfenstein 3D* perspective/playability and *The 7th Guest* without all the puzzles. Basically, you walk around this haunted mansion, trying to find all the pieces of a Talisman that has been scattered throughout it. The Talisman, which kept the undead where they belong, is broken and has unleashed a nasty hoard of ghouls and ghost.

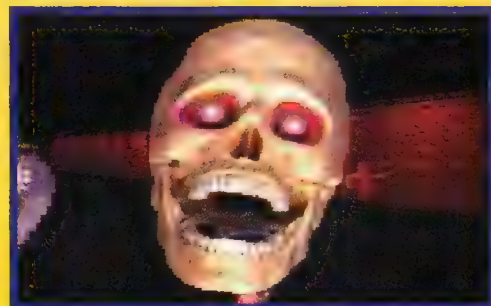
The game uses a first-person play perspective, with your hand and gun in front of you. You use your gun to pulverize those ghastly sights back into ectoplasm. Along the way you encounter a variety of baddies, such as Mr. Grim Reaper, spiders, floating heads, etc. Some of the areas are inaccessible because of padlocked doors, so you must seek out the key for that particular room. And yes, Virginia, there is an auto-mapping feature. Once you find a piece of the gold Talisman, you find the room that looks like Freddy Krueger's belly and move on to the next level.

One thing that I got a big kick out of was what I had found on the inside jacket of the game case. There was a weirded-out photo of the designers and programmers of the game, along with a short history and description of what each person had done on the project. Amusingly crediting designers in this way was something that hadn't been done since the early days of EA's *Archon* for the C-64. Back then it was a subculture photo of the three Free Fall Associates in black garb. Cool!

—Mike Davila



Escape From Monster Manor shows some of the potential 3DO has.



GRAPHICS

Aside from the *Wolf 3D* look, this is the closest you're going to get to having a haunted house in your living room. Make sure that you turn down all the lights in the room before you sit down and play. I guarantee you'll jump right out of your seat a couple times.

SOUND/MUSIC

I just need to know one thing. Could the designers of the game have gotten a little more nauseating with the effects? The audio is incredibly realistic. I actually started to feel bad for the person being tortured every time I heard that sound effect.

PLAYABILITY

A little on the disappointing side. There seemed to be a slight delay at times when you tried to move around. The other problem was that it was way too easy. A difficulty setting would have been greatly appreciated, though the ability to practice any level was cool.

EDITORS' RATINGS

GORE **8**
 BETTY **7**
 CHRIS **7**
 NIKOS **6**

BANG BUCK

THE LOWDOWN

What? No other platform versions of this game are available? I'm flabbergasted! Finally, a 3DO game that actually only exists for the 3DO system. It really is nice to see an original little instead of a port-over. There are only a handful of good 3DO games out there, and this is one that you must add to your anemic 3DO software collection.

9

9

6

7





PRICE: \$49.98
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: PHILIPS CD-I
 11111 SANTA MONICA BLVD.
 LOS ANGELES, CA 90025
PHONE: (800) 824-2567




Your name is Melkhor and you have been awakened from hibernation to embark on a fantastic adventure. You travel from the far reaches of space to the planet Kether. There you must find the princess Eta Carene and rescue her from the clutches of the evil Khork, The Master of Darkness.

After a stunning opening intro with beautifully crisp, photo-realistic graphics that explain the involved story line, you must choose the temple you wish to challenge first. Once

the selection is made, you must pilot your ship, the *Anterte*, toward your destination in another amazing display of CD-i graphics. Conquer all five temples, rescue the princess (stay alive) and you'll win the game.

WHEN DO I SHOOT? Once set on your chosen path, get ready for a fantastic roller-coaster ride. The first mistake I made was instinctively pressing the "action" button to shoot at the asteroids coming my way. When nothing happened, I checked my cable con-

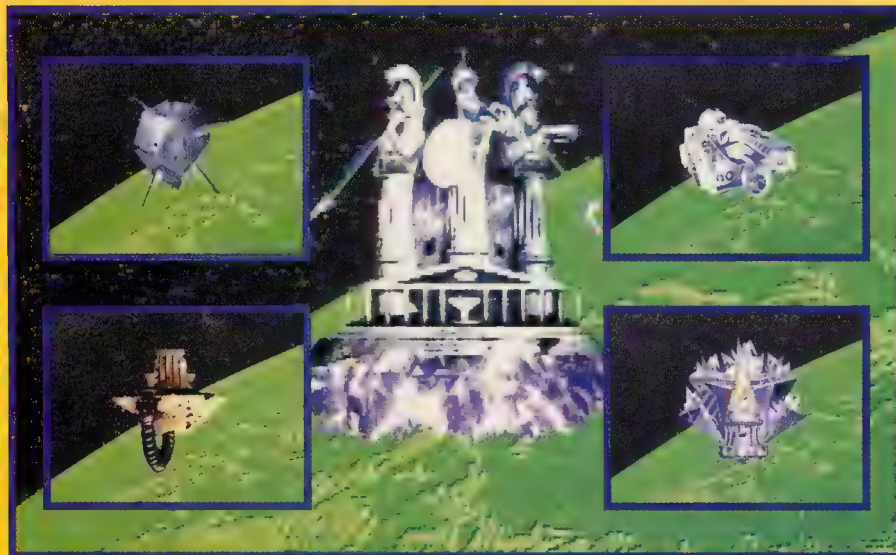
nection. It was hooked up fine. In these levels you are not *supposed* to shoot at anything. Just glide along and grab those green globes for an energy boost.

Many gamers might be bothered by the fact that you can't shoot at the so-called "enemies." I found it a refreshing change from the all-too-similar shooters that I find myself playing. I understand that *Kether* is extremely popular in Europe, where gamers are not as concerned about constantly shooting and blowing things up.

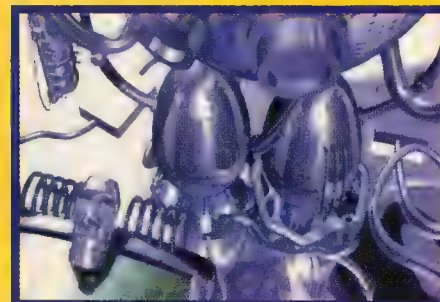
ENTER THE TEMPLE! Once you've made your way through two levels of harrowing spaceflight and intense navigation, you must solve a mysterious puzzle. The puzzles are pretty strange, with very sharp 3-D graphics that give the games an odd, lifelike appearance. Nothing on the screen tells you what to do. The puzzle simply appears and a timer starts to run down. Once you figure out the goal, they're pretty easy to solve. These "intermission" games actually brought back some childhood memories of stuff like Concentration and that old standby Simon.

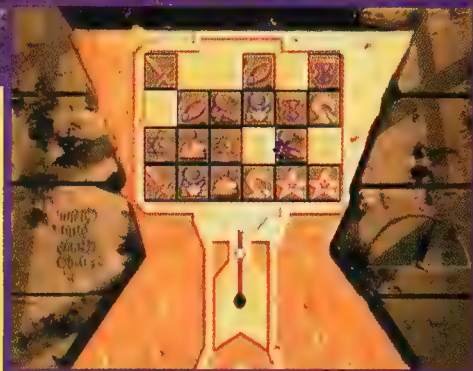
TEMPLES OF DOOM

Once inside the temples, you must find a secret video message from the Princess Eta Carene that will help you locate her. Using the auto-mapping feature will get you through



Travel from the temples of Hochmatt, Geburah, Netzach, Hod and Malkuth to find the princess.





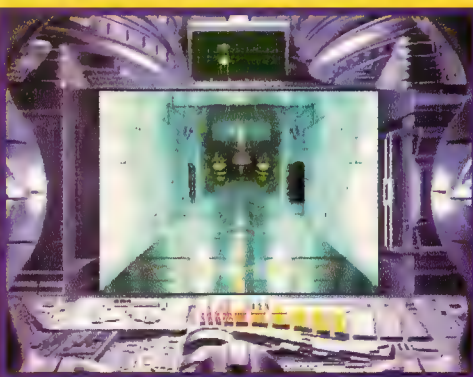
You must solve these strange puzzles in order to gain access to each temple.

fairly quickly. What makes these levels difficult are the annoying creatures that inhabit the labyrinth. They'll sneak up and chew on you pretty quick. It's a good thing you can shoot them. (Oh yeah! I finally get to use that action button!) The only thing that disappointed me about *Kether* were the labyrinths in the temples. You move from one still-frame shot to the next. The jerky movement down these halls is somewhat annoying—kind of like playing *Wolfenstein 3D* with a strobe light on. However, the game's graphics are so gorgeous to look at that it almost makes up for this flaw.

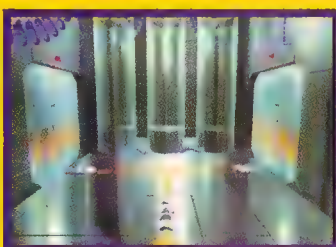
SPECTACULAR CD-i SUCCESS! I have to admit that I was skeptical about the games available for the Philips CD-i machine, but *Kether* definitely delivers.

—Chris Gore

Pilot your ship, the *Anterte*, through the treacherous terrains leading to the temples.



Inside the temples you'll find demented monsters ready to rip your face off! Good thing that auto-mapping feature lets you know when they're creeping up from behind.



GRAPHICS

8

Pilot your way through incredible backgrounds: asteroids, alien landscapes and Death Star-like trenches. The story sequences feature beautiful chrome-metal starship interiors and imaginative costume design.

SOUND/MUSIC

10

A fantastic musical score good enough for an epic science-fiction film. And there are two hours' worth on the CD. The sound effects are equally superb. The villain's voice is the most intense I've heard since Darth Vader himself.

PLAYABILITY

7

Immediately get used to the fact that you won't be shooting anything, and you'll be fine. Simply dodge anything that comes at you. Infiltrating the temples requires some patience with the jumpy graphics—just watch your map.

EDITORS' RATINGS

BETTY 8 MIKE 8 CHRIS 8 NIKOS 7

BANG FOR THE BUCK

9

THE LOWDOWN

Kether is a relaxing break from the typical manic shooters. Combining great graphics and an imaginative story line with a film-quality soundtrack plus elements of RPG, simulation and shooting games proves a resounding success. This is a must-play for CD-i owners. *Kether* proves that Philips CD-i is a system that is seriously worth checking out.

REVIEWS



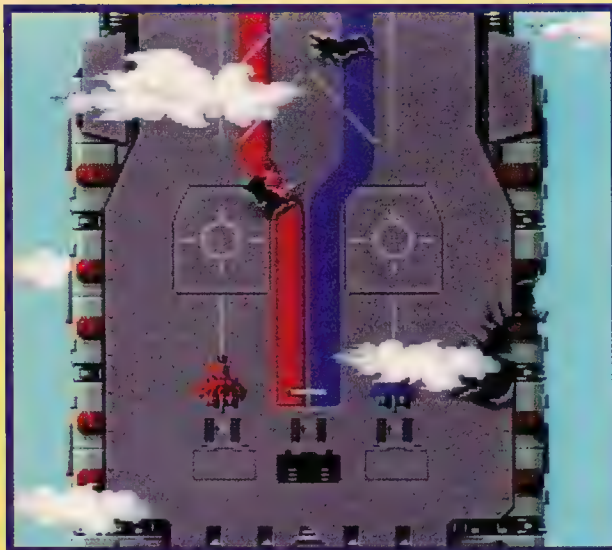
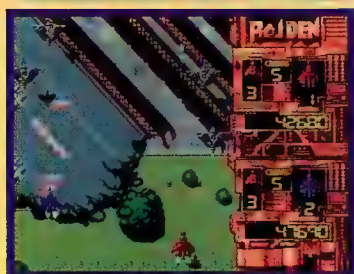
PRICE: \$49.99

AVAILABLE: NOW

DIFFICULTY: MEDIUM

COMPANY:
ATARI-CORP.
1196 BORREGAS AVE.
SUNNYVALE, CA 94089

PHONE: (408) 745-2000



Alert! The alien ships have landed and are threatening to take over our Big Blue Marble Earth. What are we going to do about this? I say let's blast these outer-space aliens and keep our planet alien-free. Yes, I'm a separatist, and *Raiden* is the game.

You've seen this game in the arcade, and finally it's out for the Jaguar. In this version, there are eight stages of alien stomping and choices of weapon power-ups. You play the game vertically, shooting down missile-spraying ships and land tanks that try to blast you out of the atmosphere. But if you die, it's no big deal, since you have enough lives and restarts to keep you going for at least a few levels. Blast hard and you'll be able to delete all the aliens in only a day—frankly, it's too easy to obliterate the enemy ships.

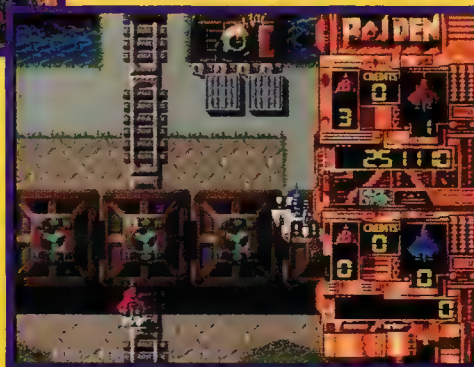
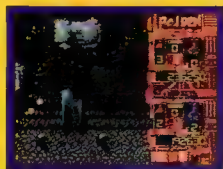
You view the game from an aerial perspective, with different street plans of bridges, oceans and even dinosaur footprints scrolling beneath you—not to mention the store-houses for points and gun towers. And there's also a

ton of colors and fiery explosions—and of course loads of missiles.

But is this really 64 bits? The Jaguar *Raiden* looks a little better than the Genesis, but the *Raiden* Supersonic Attack Fighter is slower-moving, which is one of the game's flaws. Also, too much of the screen is taken up by the ship's information section. What's the point of taking up a quarter of the screen with such simple info as lives and credits?

If you want the most fun out of this, play it with a friend and try to hog all the power-ups, which becomes a new and fun obstacle.

—Eric Nakamura



Upgrade your weapons with power-ups and then blast all enemy aliens.

GRAPHICS

8

Cool graphics, but not that much better than the Genesis. Bummer, right? Sixty-four bits should have taken this game over the top.

SOUND/MUSIC

5

Brian Eno house music does not go with space aliens on our planet. It's best to play this one with your stereo on.

PLAYABILITY

7

The *Raiden* Supersonic Attack Fighter moves a little slowly, and since the missiles being sprayed at you are tough to dodge, it's too bad it doesn't haul butt.

EDITORS' RATINGS

GORE 6 MIKE 6 CHRIS 6 NIKOS 6

BANG FOR THE BUCK

7

THE LOWDOWN

Raiden isn't a tough game. You may finish it in a day, even though your fighter seems slow. But if you like to shoot ships, this game will keep you entertained.

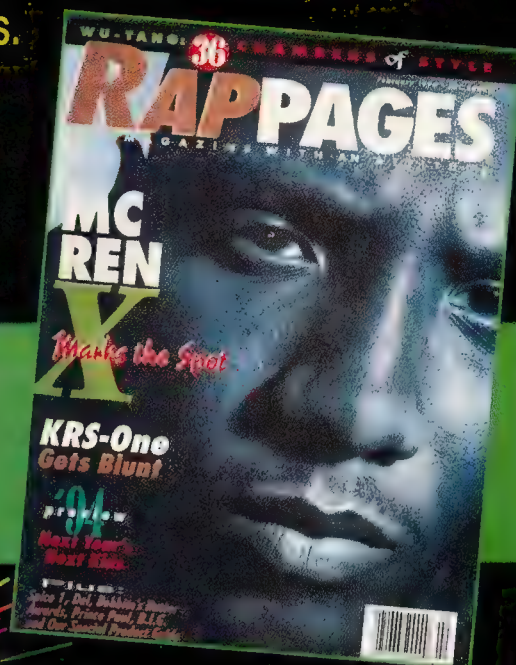
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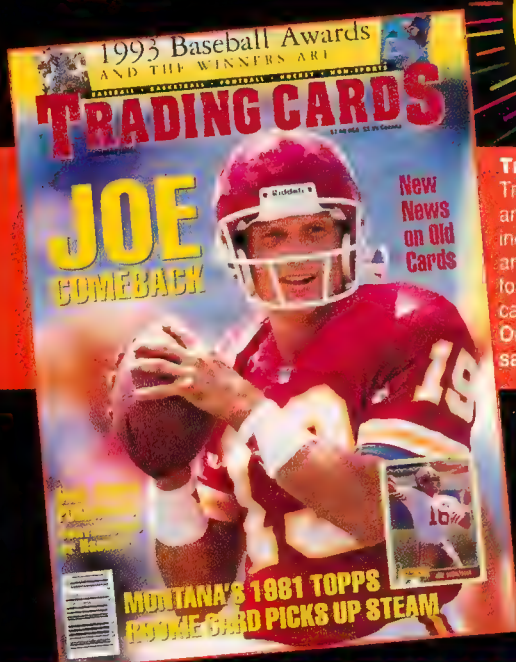


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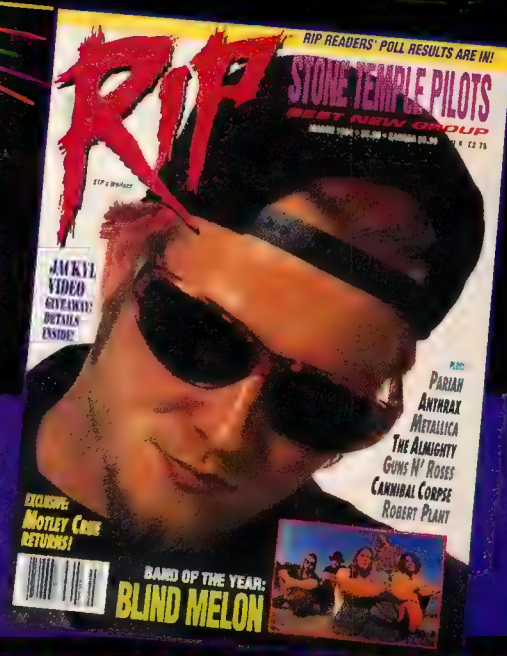


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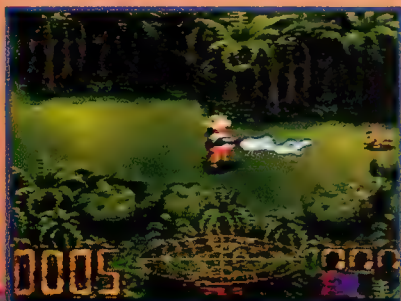
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7
GOOD

Ocean of America
Phone: (408) 954-0201

Moves slow, but the little dinosaurs are really cute. The big ones are scary but blastable. Nice shocker of a gun—don't forget the 12-gauge. Basically, *Jurassic Park* looks good, but isn't too exciting.



AVAILABLE: NOW



6
OKAY

Virgin
Phone: (714) 833-8710

For those who are into gambling, this is probably a very rad game. But I'm not into gambling without some real dough on the table. It's good that you have to become a high roller to go into certain areas. And it's also cool that you can bet on horse races.



AVAILABLE: NOW



8
COOL

Ocean of America
Phone: (408) 954-0201

A pretty good go-right game with good graphics. The way Dennis jumps is pretty cool. He even jumps on shelves. A lot of interesting objects to shoot and to avoid, like bowling balls and a nice squirt gun too.



AVAILABLE: NOW



6
OKAY

Capcom USA
Phone: (408) 774-0500

Really cute and plays like other average games of the soccer variety, but with the big MM. Each member of the team moves the same...and really slowly. It's not realistic and not too much fun to play.



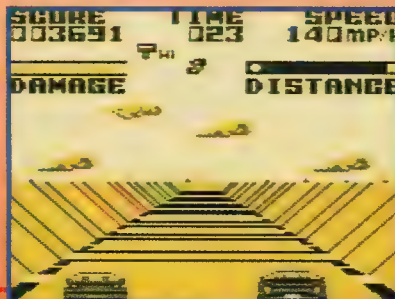
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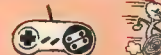
7
GOOD

Taito
Phone: (708) 520-9280

A rare good game for the Game Boy lately. You drive fast to catch a crook, ram him off the road and get the money back. It's a simple car chase game; it's also very easy on this particular gaming system.



AVAILABLE: NOW



10
MEGA-HIT!

Konami Inc.
Phone: (708) 215-5100

Excellent! Plays just like the arcade game. Can't think of having more fun without rubber chickens. An improvement over the Genesis version. You can choose levels, from missions 1 through 6. Watch the glass break and the bullets spray.



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APRIL '94 SURVEY

EXPIRES JUNE 22, 1994, please circle only one answer per question

- Age: a) 11 or under b) 12-14 c) 15-17 d) 18-24 e) 25-34 f) over 34
- How many games do you own? a) 1-5 b) 6-10 c) 11-15 d) 16+ e) none
- On average, how many games do you rent in a month? a) 1-5 b) 6-10 c) 11-15 d) 16-20 e) 21 or more f) none
- How often do you play arcade games? a) every day b) 2 to 3 times per week c) once a week d) once a month or less e) never play arcade games
- When buying or renting games, what is your preferred category? a) Sports b) Action c) Fighting d) Shooting e) RPG f) Adventure g) Puzzle/strategy
- Video-game system(s) owned: a) NES b) SNES c) Genesis d) TG-16/Duo e) Neo-Geo f) 3DO g) Jaguar h) 3DO i) Sega CD
- What article in this issue did you like the most? a) Game Reviews b) Press Start c) Tips & Tricks d) Global Gaming e) Sports Wire f) Game Previews g) MKII Behind the Scenes h) MKII Strategy i) Wolf 3D/JP Strategy
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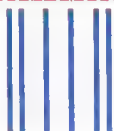
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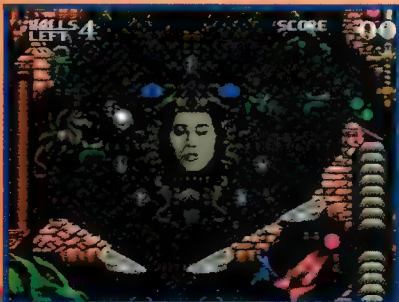
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8
COOL

Tengen
Phone: (408) 473-9400

Video pinball meets Dungeons & Dragons? If you read the story line to this game, that's exactly what you'll think. *Dragon's Revenge* is a cool twist on pinball. You can access different sublevels by destroying different creatures on the playfield.



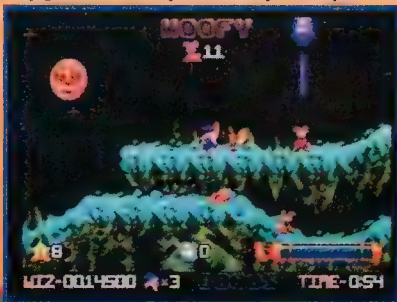
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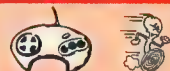
9
GREAT

Psygnosis
Phone: (617) 497-5457

Don't let the cute name and graphics fool you. This game contains the best elements of other Psygnosis titles. The controls are also great, and the frantic pace of the game play makes it a highly addictive game worth any gamer's library. Definitely a sleeper.



AVAILABLE: NOW



7
GOOD

Tengen
Phone: (408) 473-9400

The latest cartridge version of "the game that won't disappear" won't disappoint Genesis owners. There is plenty of action for die-hard *Persia* fans and the few newcomers, but, if you already own a version, there isn't enough new here to buy yet another.



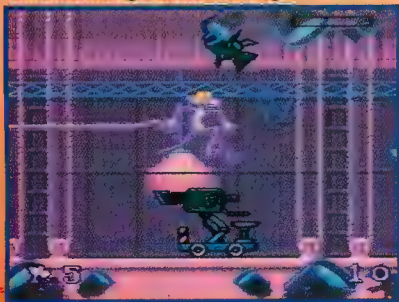
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7
GOOD

TecMagik
Phone: (415) 637-1350

It's always good to see a favorite theme make its way to video games, but when that theme isn't as good as you'd expected, it's always a disappointment. This video game seems to be a bit uninspired and lackluster. *Pink* makes a good rental though.



AVAILABLE: NOW



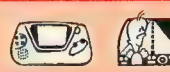
6
OKAY

Data East
Phone: (408) 286-7080

Clean graphics accurately replicate our comic-book heroes, though the characters could have been slightly larger, making them easier to see. The playability is repetitive and not unique by any fashion. You can easily pass this one up.



AVAILABLE: NOW



8
COOL

Codemasters USA Inc.
Phone: (212) 984-0714

You won't need the refined taste of a video-game veteran to appreciate the quality of *Micro Machines*. The two-player, one-Game Gear mode may not be perfect, but it uses the hardware in an extremely creative fashion, which should always be encouraged.





AVAILABLE: NOW



Sega CD

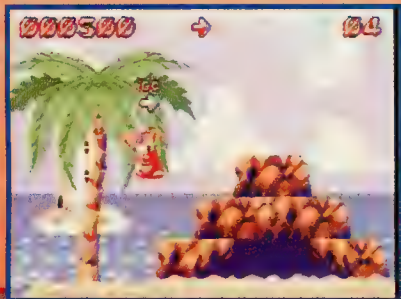


9
GREAT

Psygnosis

Phone: (617) 497-5457

Solve strange puzzles with the weirdest alien since E.T. Puggsy moves so realistically, you'll swear the designers modeled him (her? it?) after an actual creature. The colorful cartoonlike space battle is possibly the best intro for a Sega CD game ever!



AVAILABLE: NOW



Sega CD

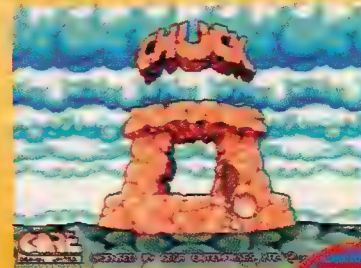


9
GREAT

Core Design

Phone: (714) 833-8710

Realistic sound and intense 3-D simulation make this the best helicopter shooter for any system. With ten unique operations to choose from and 360 degrees in which to fly, *AH-3 ThunderStrike* has great replay value. Truly an intense experience. Highly recommended.



AVAILABLE: NOW



Sega CD

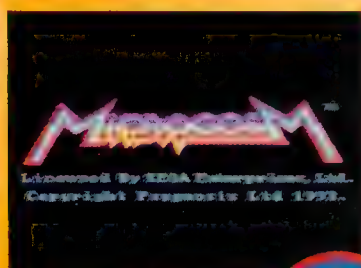
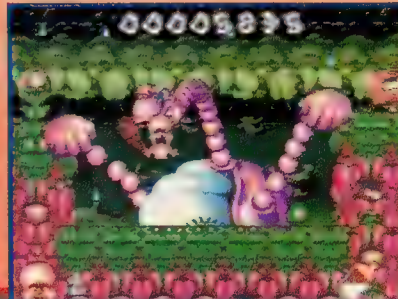


7
GOOD

Virgin Games

Phone: (714) 833-8710

Essentially the cartridge version with some improved graphics and, of course, great CD sound. There's no lag for access time in the amusing opening cartoon sequence. Chuck Rock is hilarious and could give Fred Flintstone an acting lesson or two.



AVAILABLE: NOW



Sega CD



9
GREAT

Psygnosis

Phone: (617) 497-5457

This may as well be the game version of the movie *Fantastic Voyage*. Amazing graphics accompany your journey into the body of Cybertech's chief executive. Save his life by shooting evil germs and invasive probes. A wild ride with a stunning CD soundtrack.



AVAILABLE: NOW



Sega CD



7
GOOD

Sony Imagesoft

Phone: (310) 449-2999

Incredible 3-D backgrounds and digitized actors make this game beautiful to look at but a disappointment to play. The full-motion video from Coppola's *Dracula* movie is muddy and almost unwatchable. However, the gross-looking adversaries are cool to kill.



AVAILABLE: NOW



Sega CD



8
COOL

Virgin Games

Phone: (714) 833-8710

Intense graphics, mind-blowing sound, great game play and the techno-rock music was winner of *VIDEOGAMES* award for the best CD soundtrack of 1993. What more can you ask? Full-motion sequences from *The Terminator* add to the mood of this must-play Sega CD.





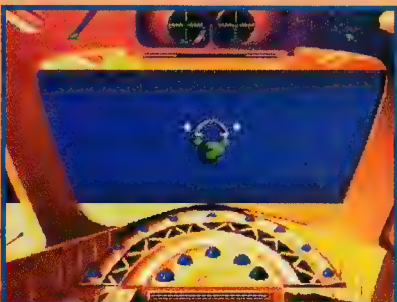
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7
GOOD

Philips, \$49.98
Phone: (800) 824-2567

Inca is one part RPG, one part adventure, one part educational and one part shooter. This strange combination actually makes for some great game play. Learn the secret of the Incas' hidden powers of Energy, Matter and Time.



AVAILABLE: NOW



8
COOL

Philips, \$34.98
Phone: (800) 824-2567

All you need is smoky atmosphere and free drinks to create the ambiance of Las Vegas. Play roulette, blackjack, slots or craps with photorealistic graphics. Start with \$500 and try your luck with actual odds from Caesars. Overall, a great time (and without the financial risk).



AVAILABLE: NOW



7
GOOD

Philips, \$34.98
Phone: (800) 824-2567

Eugene Levy (of *Second City* TV and movies) hosts this hilarious golf game that has the fun and skill of miniature golf with the added entertainment of cartoon interaction. Choose your cartoon companion and complete some truly wacky holes. Fun for kids and adults.



AVAILABLE: NOW



8
COOL

Philips, \$49.98
Phone: (800) 824-2567

Afraid to lose a bundle at the track? Playing this interactive horse-racing game is like getting an education in gambling, complete with incredible graphics and full-motion video of some amazing races. The sound effects put you right in the action. The only thing missing is the smell of the horses.



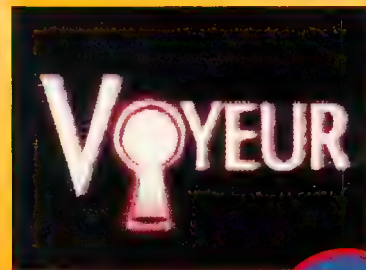
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10
MEGA-HIT!

Philips, \$49.98
Phone: (800) 824-2567

International Tennis Open uses digitized actors for realistic game play and incredible CD sound right from the court. No exaggeration—this is the best tennis game in any format! Not just a game, this is a true tennis simulation. Highly recommended.



AVAILABLE: NOW



10
MEGA-HIT!

Philips, \$49.98
Phone: (800) 824-2567

Voyeur may be the greatest full-motion mystery video game ever! Starring Robert Culp and Grace Zabriskie (*Twin Peaks*), this is topnotch entertainment. A must-play for CD-i owners. Contains intense sex and violence and is *not* for kids. (Doesn't that make you want to play it more?!)



SPORTSWIRE

SONY MAKES SPORTS PUSH AT CES

Sony Imagesoft is positioning itself to become a major player in electronic-sports gaming with its ESPN license. At the January Winter Consumer Electronic Show I caught up with producer Daniel Meade, who recently came over to Sony from Sega Sports where he worked on the artificial intelligence engines for *NBA Action* and *World Series Baseball*.

Meade emphasized that Sony will exploit the ESPN license by developing games based on the same camera angles and production values found in the network's broadcasts. ESPN's SportsCenter personalities will not only be featured in games but help in their development as well. Sony is focusing initially on the 16-bit market but is committed to 32-bit and CD-ROM development, where it believes the future of video gaming lies. To make all of this happen, Sony has brought 30 programmers in-house to develop its sports products and is utilizing state of the art Silicon Graphics workstations to create realistic 3D graphics.

While Sony's initial baseball and football efforts will focus on playability rather than player licenses and heavy statistical features, Meade stated that "nothing goes out the door until the core AI is ready." I played an early version of the Genesis baseball game at the WCES and was impressed by the extremely fluid animation of the rotoscoped players. Meade declined to state what other titles are in development, but we can only hope that other hot ESPN properties such as *NHL Hockey Night* and *SpeedWorld* are at the top of the list.



SCOREBOARD

SNES BASEBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	Hardball III	Accolade	8	9	8	7	7	9	8	9	8	8	7	6	8	8
2	Super Bases Loaded	Jaleco	7	8	7	7	6	7	7	7	7	8	8	8	6	n/a
3	Cal Ripkin Jr. Baseball	Mindscape	7	7	8	8	7	7	6	7	7	6	6	6	6	4
4	Sports Illustrated Baseball	Malibu Games	6	7	8	7	7	7	8	6	5	6	6	6	6	4
5	Roger Clemens' MVP Baseball	LJN Ltd.	6	8	7	6	7	6	6	7	5	6	3	8	7	4
6	Extra Innings	Sony Imagesoft	5	6	6	6	6	7	7	7	5	5	8	3	6	n/a

Hardball III by Accolade



Jaleco's Super Bases Loaded III



Extra Innings by Sony



SNES MOTORCYCLE RACING

1	GP-1	Atlus	8	9	8	7	8	8	8	8	8	7	6	6	7	n/a
2	Suzuka 8 Hours	Namco	7	7	7	7	7	7	6	8	6	7	8	7	7	5
3	Kawasaki Caribbean Challenge	GameTek	7	7	8	6	9	7	8	7	0	6	2	4	5	7

GP-1 by Atlus



Suzuka 8 Hours from Namco



GameTek's Kawasaki Caribbean Challenge



SCOUTING REPORT

PREVIEWS OF SOON-TO-BE-RELEASED GAMES

Pebble Beach Golf Links

SEGA

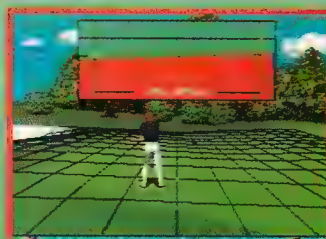
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- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 ✓ 4 5 players
- ✓ Official License
- ✓ Substitutions



Who would have thought that you could officially license a golf course? Well, seeing is believing with the new Sega Sports title *Pebble Beach Golf Links*. Take a virtual visit to



the coast of northern California for the ultimate in golf challenges. You'll be able to go up against 48 top golfers in tournament play or just kick back with a bud in the Skins Game. The



Putting Grid feature is the cat's meow, showing the slope of the green. With "extra features" like Caddie Advice and Instant Replay, all you need is the goofy-looking golf pants.

Barkley: Shut Up and Jam!

ACCOLADE

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 ✓ 4 5 players
- ✓ Official License
- ✓ Substitutions



Do you want to be a role model? Are you a goody-goody? Then *Barkley: Shut Up and Jam!* isn't the game for you. Take on Sir Charles or play the man himself in this four-player



adaptable two-on-two street basketball rampage. There are 16 different players to choose from, each with their own personality and moves. Barkley even gives his own digitized



commentary, wittily saying "Time for some pain!" and "Play or get out!" Choose from seven different street courts and one arena. Will there be elbows flying? Ya bet your butt!

PGA European Tour

ELECTRONIC ARTS

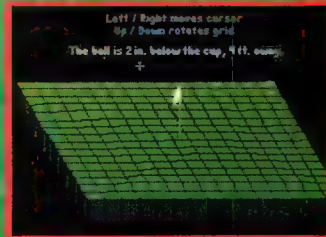
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- ✓ Arcade Mode
- 1 2 ✓ 3 ✓ 4 5 players
- ✓ Official License
- ✓ Substitutions



PGA European Tour is the sequel to EA's first *PGA Tour* for the Genesis. If you want a cheap trip to Europe, this is the way to go. You'll stop at all the fine courses: the



Wentworth Club in England, Valerama, Spain, and the Crans-Sui-Siere in Switzerland. With 4-Way Play capability, you can compete against the European pros in their own



countries. For added excitement, the Matchplay tournament is an 8-player elimination, and the Canon Shootout is a 4-player sudden death tourney (Wow! Golf Russian roulette!).

NBA Showdown '94

ELECTRONIC ARTS

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 2 3 ✓ 4 5 players
- ✓ Official License
- ✓ Substitutions



If you're looking for a big basketball game, EA's 16-meg *NBA Showdown '94* is coming at ya. Every pro from the 1993-94 season is included. Keep track of all their ratings with the



Topps Skills Rating System, which has over 4,000 player ratings for the ultimate in basketball simulation. This game is supposed to be fast, with more dunks and hectic defense.



You'll even be able to call your own plays to select offensive and defensive lineups. Find four friends, because 4-Way Play will be in effect as you build your perfect dream teams.



Suzuka 8 hours



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Namco's *Suzuka 8 Hours* is an option-rich GP racer that features four modes of play: Time Trial, where a single racer tries to post the fastest three laps; Practice, to let you learn the layout of the five different tracks; Race Tour, which uses a password system to save your progress through the season; and Two-Player Race, where you and a buddy of yours can battle it out on a split-screen display.

Races other than the time trial are based on endurance, rather than a fixed number of

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions



laps, and you can choose between 15-, 30- or 60-minute durations or the grueling eight-hour contest. The eight-hour race in "game time" lasts about 40 minutes, but the option screen allows you to switch to "real time" if you so desire (anyone who has eight hours for a single race needs to get a life).

Your final task before hitting the track is configuring your bike. *Suzuka* offers three engine sizes and three bike types along with a choice between manual or automatic transmissions, permitting 18 possible configurations. This allows you to build bikes with different handling, acceleration and top-end characteristics, all of which affect how you attack the race course.

The game controls are standard fare for motorcycle games with an interesting addition. Besides being able to lean your bike left or right via

the control pad to steer, you can also "hang" off the bike by pressing the L and R buttons. Hanging alone yields a mild change in direction and is great for slight course adjustments; hanging combined with hard leaning will give your bike that extra "bite" to smoothly sail around that hairpin corner. While these controls add an extra level of realism not found in most cycle games, it takes a great deal of practice to master the leaning/hanging combinations and keep from oversteering.

The game uses a Mode 7 effect to scroll the roadway smoothly beneath you but never really conveys any sense of speed except when cornering. Even though your speedometer climbs over 200 m.p.h., the track doesn't seem to move any faster than it did at 30 m.p.h.

The motorcycles lean and scale in coarse increments that give the game a look closer to *Super Hang-On* for the Genesis than an SNES game such as Atlus' *GP-1*.

—Jeffrey Tschiltch

GRAPHICS

Nice digitized pictures and clean menu screens, but the actual game graphics are pretty low-res and there is no track "radar." There are no roadside hazards except flat "barriers" that will send your surrogate biker flying over the handle bars if you run over them.

SOUND/MUSIC

The music features some engaging themes but I wish it could be turned off while racing. The sound effects include the standard motorcycle noises, but for some reason your competitor's bikes sound like mopeds.

PLAYABILITY

No two ways about it, this game is hard to control and you're going to have to practice a lot to be competitive. Use the Time Trial mode to race alone until you can navigate each course in your dead sleep.

EDITORS' RATINGS

GORE 6 MIKE 7 CHRIS 7 NIKOS 6

BANG BUCK

THE LOWDOWN

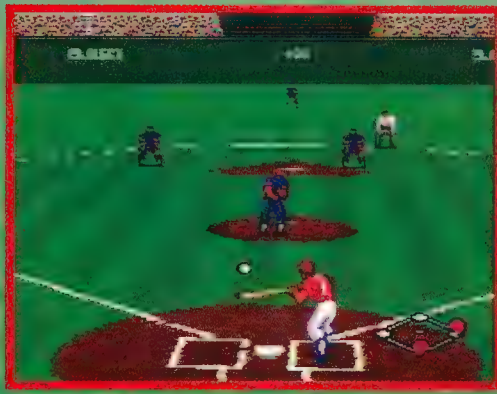
Some innovative controls and options help distinguish *Suzuka* from other driving games, but the racing graphics and animation have been done better in other Mode 7 games. If you're looking for a challenging racer with a good two-player mode, take a test drive at your local rental establishment.



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Super Bases Loaded II is a good example of how first looks can be deceiving. The first time you step into the batter's box it appears that the game has a fairly standard point of view, slightly above and behind the batter. Make contact with the ball, however, and that opinion quickly changes as the field rotates and scales in what can best be described as a "ball-cam" view. As the action zooms towards them, the defensive players become larger and can be made to dive or leap for balls not directly in their path. It's a spectacular look that makes you feel like you're truly on the field.



programmers and designers could have made the ball-cam view work for the entire game.

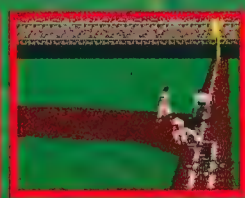
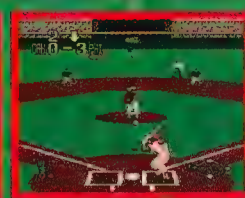
The game has a decent selection of options, such as setting the number of innings per game and turning the DH, errors and extra

innings on or off. Managers defend against pull and power hitters or exploit double play opportunities by shifting the fielders around.

SBL II has a battery backup that saves complete league standings, individual player statistics, batting and ERA leader boards and four special teams that you can completely customize. The game allows only 14 teams to participate in league season play, so one of the standard teams must be swapped out if you want to use a customized team. Two leagues of seven teams each and only three different stadiums is pretty weak, but the game does support a full 162-game season for the truly ambitious (and shorter seasons for the rest of us).

—Jeffrey Tschiltsch

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 Players
- ✓ Official License
- ✓ Substitutions



GRAPHICS

8

Cool scaling and rotation, although the play is slower than when the standard overhead view is used. Wide variety of pitching animations, slides and batting stances gives the game a nice look.

SOUND/MUSIC

6

Good intro and menu music, but shoot the organ player. And where did those bizarre sound effects come from? (My guess is a Bruce Lee or Godzilla flick.) The speech is clean, but it sounds like a different person was used for each sample.

PLAYABILITY

7

While the control is good, fielding in manual mode is tough, since there is no indication of which fielder you are controlling. The game selects the closest defender, but when the ball is between two infielders, you're not always controlling the player you expect.

EDITORS' RATINGS

GORE 8
MIKE 7
CHRIS 6
NIKOS 6

BANG FOR THE BUCK

6

THE LOWDOWN

I really liked SBL II's scaling, rotating infield and thought this NCAA look worked so well that it should have been used for the entire game. SBL II is fun to play, but its limited number of teams and stadiums and lack of any major league licensing limit its long-term appeal.





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Hardball III arrives for the SNES courtesy of Mind Span, the same development house that produced the Genesis version. On the surface, Accolade's flagship

sports product appears identical across the platforms, but there are a surprising number of differences between the SNES and Genesis carts.

The most obvious of these is found (or rather, *not* found) in the game's title: Al Michaels no longer announces *Hardball III*, as he did for the PC and Genesis versions. The SNES game features no play-by-play whatsoever, other than the basic calls from the umpires. While Al's vocals were a bit scratchy on the Genesis, I enjoyed the play-by-play feature and had expected a more refined version on the SNES, due to its superior sound chip.

Fortunately, the next noticeable change is for the better: *HB III* is now licensed by the Major League Baseball Players Association and includes complete rosters for every team, instead of the fictitious players found in the Genesis version. Official team names and logos are not included, since there is no Major League Baseball license, but a powerful team and player editor lets you make modifications to your heart's content.

The editor, however, clearly points out the SNES version's most heinous omission: the battery backup featured in the Genesis cartridge. What good is it to have an editor to modify team and player names and statistics IF YOU CAN'T SAVE THE CHANGES?! League play information must now be saved and restored using a password system, which doesn't allow you to save a game in progress.

Thankfully, the features which have always made the *Hardball* series one of my favorites are still intact. *HB III*'s interface, which originated with the Commodore 64 version, continues to be one of the most elegant ever devised for a baseball game. Its single-button and joypad controls, in

conjunction with clear pop-up menu boxes, give you complete and realistic control of the game without having to memorize the entire manual. The classic *Hardball* "behind the pitcher" view-point is still there, along with the now-standard "in the batter's box" view. Exclusions from the Genesis version aside, *Hardball* on the SNES still plays one of the best games of baseball around.

—Jeffrey Tschiltz



GRAPHICS

Beautifully rendered ballparks and players make you feel like you're there. New MLBPA license allows for digitized pictures of players. The ball animation is much improved over the Genesis version, but fielder animations are still a bit choppy.

SOUND/MUSIC

Clear speech, but no play-by-play. Background music sounds like it's played on an organ, but doesn't include any typical ballpark themes. Includes standard baseball sound effects and good crowd noise.

PLAYABILITY

Great interface allows you to jump in and play without consulting the manual. The detailed options screen allows novices to be competitive early and then add realism as their skills develop. Player control is excellent.

EDITORS' RATINGS

CORE 7
 MIKE 8
 CHRIS 7
 NIKOS 6

BANG FOR THE BUCK

THE LOWDOWN

A great-playing baseball game in the *Hardball* tradition, featuring superb graphics, control and a host of options. The addition of the MLBPA license is a big plus, but the elimination of the battery backup and play-by-play commentary found in the Genesis version is a major disappointment.



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1	E. Honda	100 Hand Slap	Head Butt Right	Head Butt Left	Sumo Smash
1	Blanka	Electricity	Rolling Attack Right	Rolling Attack Left	Vertical Rolling Attack
2	Guile	Flash Kick	Sonic Boom Right	Sonic Boom Left	Dance & Punch
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3	Chun-Li	Lightning Kick	Whirlwind Kick	Fireball Right	Fireball Left
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5	Dhalsim	Yoga Flame	Yoga Fire	Yoga Teleport Right	Yoga Teleport Left
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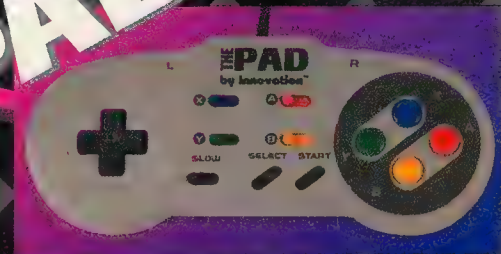
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GLOBAL GAMING

AX 101



SEGA OF JAPAN
Mega CD

Wow! This is too cool; it can't be this great! That's what went through my mind when I first saw this game's graphics. The use of polygons and texture mapping is incredible. The visuals used between the scenes will leave you absolutely breathless. For the visuals alone, the price of the CD is worth it.

But when it comes to gameplay, there isn't any! (I may be exaggerating a bit—but not much.) The gameplay seemed to be added as an afterthought to the graphics. Just think of it as a bad console version of Namco's coin-op *StarBlade*.

The underlying story is much the same as any shooter of this type. Earth is attacked by aliens and a new space fighter and its pilots are the only hope. You, as the leader, and two wing men must save the planet from destruction.

If you're a big fan of 3-D shooters or great graphics, then you might want to pick *AX 101* up, but I would suggest renting this one if it makes it to the U.S.



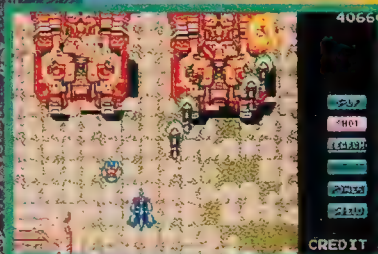
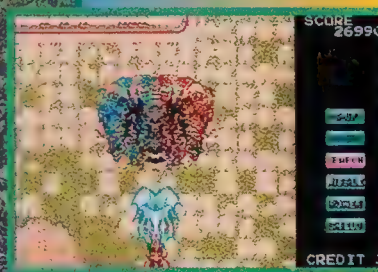
V5



TENGEN
Mega Drive
Eight Megabits

In a time when vertical-scrolling shooting games seem to be a dying breed, it is refreshing to see a good shooter come out to pump new life into the genre. By no means is this a fantastic shooter, but you will get your money's worth. The game has two different modes of play (American and Japanese). The American mode has bombs to use in tight situations; in the Japanese mode, you don't have any bombs. Instead, when you destroy a certain enemy, a capsule comes out that will add to the meter on the side. When this meter reaches a certain point, press another option to turn it on. In both versions you have orbitals that you can use for wide-angle firing or concentrated fire. This is really useful when switching back and forth between bosses and drones.

The game is a lot of fun, but unfortunately, it's one of those games that are really unforgiving. For an old man like me, with reflexes that aren't as fast as they used to be, a one-hit destruction is a bit hard to swallow. By that token, I think I'll play the American version more often, since I can at least weasel my way out of a tight situation by using a bomb.



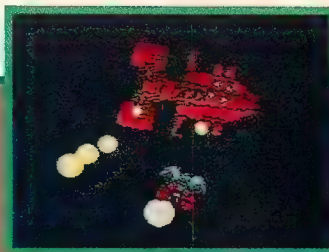
SD Gundam GX



BANDAI
Super Famicon
Unknown Megabits

The Gundam series robots are back again in this action/simulation game. (If you're wondering what the SD stands for, it means "Super Deformed". The latest fad in Japan is to shrink characters to make them fat and round and then add the label SD to the original name.) You play against the computer and try to capture and destroy the opposing base. Choose which characters to use in battle in order to have the maximum effect in a particular move.

The short, round characters with big heads are still quite recognizable as the Gundam mechs. Enemy Zaks are deadly in their intent, so be careful how you play the game. If you're tired of thinking games, then sit back, relax and just listen to the tunes, which are a real treat.



KOEI
Mega Drive
16
Megabits

Nobunaga's Conquest

From the makers of great simulation comes another one featuring Nobunaga, a figure from Japanese history famous for being a great leader in a time of great strife. You can play as Nobunaga himself, or as a different daimyo to prove who is actually the greatest warlord of Japan. However, your skill in battle is not the only key to victory. Your political skill is important, as well as shrewd planning, in raising your power base so that it is powerful enough to repel any attack.

The game mixes in lots of short animation sequences with changing music to keep the pace of the game going. The animation also makes the game interesting by giving the player a feel for the time period. By that token, the game has great atmosphere.



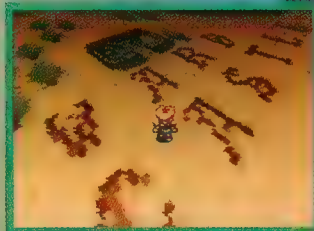
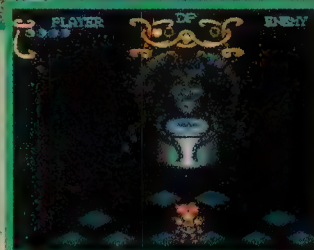
Gaia Gensoki



ENIX
Super Famicon
16 Megabits

original, but has a lot more variation than before. This time you play as Tem, a young boy with a sixth sense. He has the ability to see things that are invisible to normal people. He can also use telekinesis and pull things towards himself without physically touching them. He attacks creatures with the help of his staff. If things are getting too hot for our hero, he can change into a mystical warrior who can easily defeat the inhabitants of the dungeon with his trusty sword. But in order to change into the knight, he has to find a certain spot in the dungeon where the mystical energy is strong enough to create a portal. During the journey, Tem will meet many people who will accompany him and soon discover that he is the warrior of light. Can you find the light?

The character is very responsive to movement and is a joy to play, unlike many other games. One complaint is that it might be a little bit too easy, but that is minor compared to all the things that you can otherwise do. The game really shines if you take into account all the puzzles that you have to solve along the way. If you get stuck anywhere you can always go back to town and get the information that you may have missed.

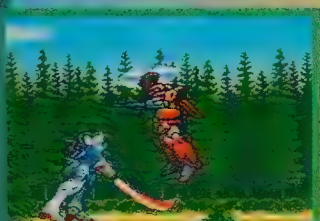


BANDAI
Super Famicon
Unknown Megabits

V Gundam

For big animation fans, here comes a video game that you will enjoy. "V" stands for victory (of course), and V Gundam is the newest Gundam to enjoy a hit run on Japanese television. The fantastic animation has translated into a great action game. The characters are so large that they fill the screen, which makes the action hyperintense. The sound just adds to an already great-looking game.

You fly the robot Gundam against various other mechs and try to destroy them before you are shot down. You have a selection of weapons that you can change to best suit the situation or mech that you are facing. If things are getting too tight on the ground, take to the air and fire away at anything that moves—kind of like if you were in a firing range. To do real damage to the other mechs, go in close and swing the laser saber, but be careful, because the enemy robots are similarly armed. If you don't pay attention you can become a pile of scrap metal very quickly.



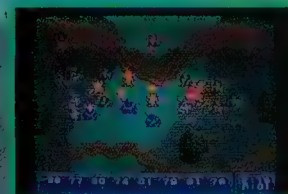
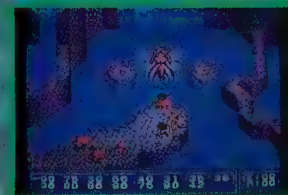
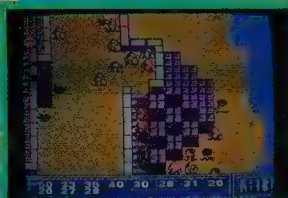
First Queen

CULTURE BRAIN
Super Famicom
Eight Megabits



This is an RPG that is vast in scope. You start off as a young man named Richard who is traveling north to stop the evil and cruel reign of Queen Katherine. You begin your quest for justice alone, but others quickly join your party in the fight for freedom. At the end of the game you can have up to 16 different groups of 16 people fighting for you—that's well over 200 different characters. What's even more amazing is that each character has a name and statistics to go along with it. The characters will develop and be able to evolve to a different class if their levels become high enough. Instead of trying to raise the level of only four or five people, you command many more, and the success of your quest will depend on how well you manage to develop your party.

First Queen also has many different races and character classes, which should be able to keep any RPG fanatic happy while creating the ultimate fighting force. But brute force isn't what will win battles in this game (it certainly does help, though). There are several formations your unit can take that will greatly alter the outcome of any battle. In a desperation move, you can take personal control of one of your fighters and lead your side to victory.



Beautiful Teenage Fighter, Sailor Moon R



versus. In story mode you play one of the five girls: Sailor Moon, Sailor Mars, Sailor Jupiter, Sailor Mercury or Sailor Venus. ("Sailor" is the type of uniform female Japanese students wear when they go to school.) There is also a two-player cooperative play available in story mode.

If you don't have time to play in story mode, then just have fun with the action-versus mode. Pick your favorite character and find out who is the best and the most beautiful. With lots of moves and items, this cart will be hard to put down once you get a hold of it.

Phantasy Star IV: The End of the Millennium

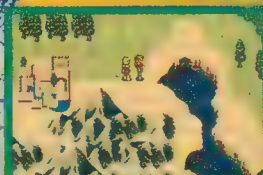
SEGA OF JAPAN
Mega Drive
24 Megabits



The story line of *PS IV* is set as a sequel to the previous *Phantasy Star* and takes place 1,000 years later. You play as Rudy, a young monster hunter. As you begin to take on various tasks, the story line unfolds and you realize what is wrong with the planet and what you must do in order to save it. Throughout the game, you meet many people who will join your party. However, not all the characters have noble reasons for accompanying you.

The game has a lot of new options that make gameplay a lot smoother. Plus, the powered-up graphics and cool animation sequences make the game a real treat to play. Even the sound will blow you away. *PS IV* has an option that allows you to set the attacking pattern to whatever you choose.

PS IV also features many cool vehicles that make moving around a lot easier. If you play only one RPG this year, make sure it's *Phantasy Star IV*.



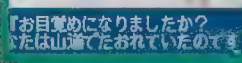
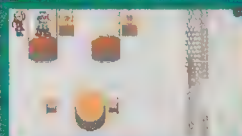
Matenno Sometsu

KODANSHA
Mega Drive
Eight Megabits



This game was delayed a whole year in order to incorporate a new system into it. And have they succeeded? You bet! The game features a new weapon rental system that allows you to borrow a weapon so you can beat a boss monster that was previously just too tough to beat. But you can't forget to return the weapon, since you are charged gold pieces every day that you have it. The game is done in real time, so the days and nights will fly by if you're not careful.

Matenno Sometsu features great graphics, but the music is somewhat forgettable. The gameplay itself is probably not as balanced as it can be. You also have to pay attention to all the messages, or you will miss some important information. The expectations are high for this game in Japan, and it just might see the shelves of the U.S. market.



BANDAI
Super Famicom
16 Megabits



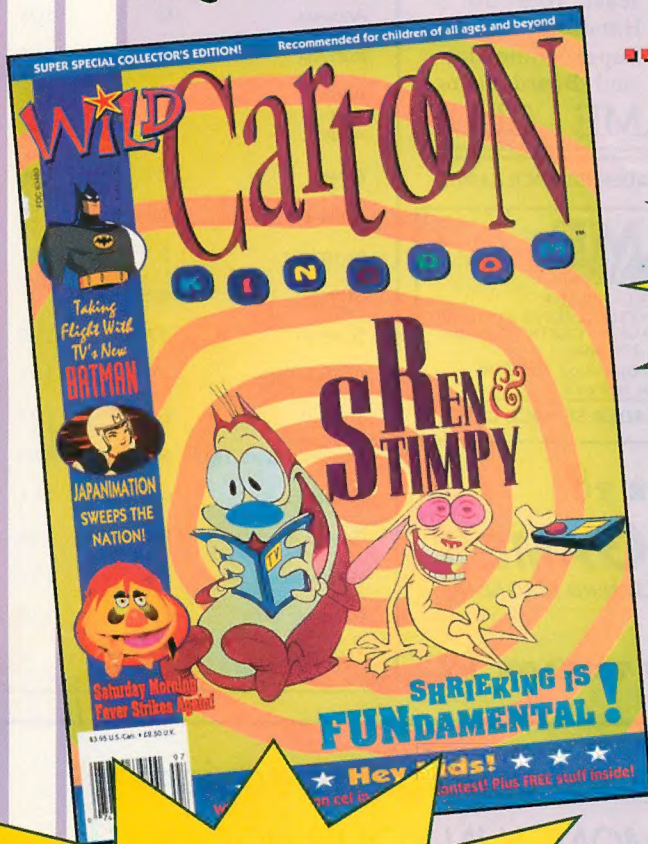
This cart will probably be one of the hottest-selling games in Japan. It's based on a popular Japanese cartoon character—so popular, in fact, that it was made into a movie as well. The cartoon is about Sailor Moon, who joins forces with four other girls to fight evil. Each girl has her own special powers.

There are two different modes of play: story and action-

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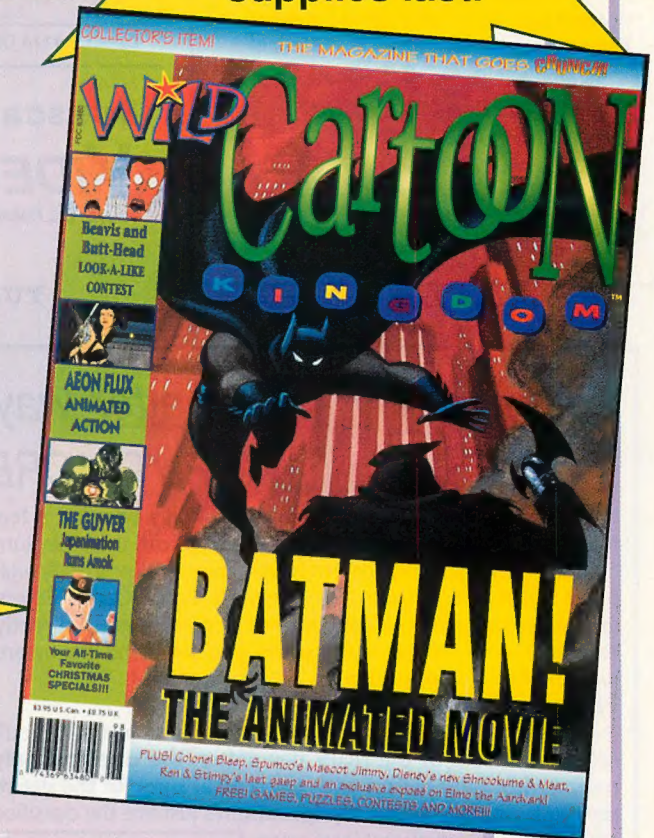
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Forget those used game companies that only pay you a tiny fraction of what you deserve. First they rip you off, then they turn around and sell your equipment to someone else for a really high price! But when you join the all-new National Game Players' Exchange, you sell your used games and equipment directly to other game players at the prices you set — and that means more money in your pocket!

HERE'S How It Works:

- For a one-year membership fee of just \$25, you'll receive six issues of the NGPE newsletter, the one and only nationwide publication with page after page of the greatest deals on used game equipment. It's just like the classified advertising section of your local newspaper, only every single ad is for used video and computer games, core systems and accessories. All the ads are placed by NGPE members — no dealers allowed!

- As an NGPE member, you can advertise three items to buy, sell or trade in each issue — FREE OF CHARGE.

- All you need is a telephone and a mailbox, because gamers work directly with each other to get the best deals on used equipment. NGPE members call each other to negotiate deals, then buyers mail their payments straight to the sellers, and sellers mail the purchased items straight to the buyers. (Complete details on how to bargain successfully in each issue.)

- Plus! Make new friends from all over the country in the "Player-to-Player" pen pal section. And submit your original

drawings and cartoons for publication.

Your \$25 membership fee can pay for itself the very first time you make a sale! Remember, you'll be making your own deals, not getting ripped off by some big company.

JOIN TODAY! HERE'S How:

1. On a separate piece of paper, clearly print your name, complete address and zip code, phone number (include area code), and the days and times you can be reached.

2. List up to three items you want to advertise in the NGPE newsletter. Include the complete name of the game or piece of equipment, what video or computer system it's for, and your asking price. (Be fair!) Specify whether you want to buy, sell or trade each item. **Don't delay! The advertising deadline for the May/June issue is April 20, 1994. Ads received after April 20 will appear in the July/August issue.**

3. Mail all information, with a \$25 check or money order made out to NGPE (U.S. funds), to:

NATIONAL GAME PLAYERS' EXCHANGE
Attn: New Member Dept., Suite A4
P.O. Box 1027
Joplin, MO 64802-1027

Your first issue will arrive in 6 to 8 weeks. Get ready to make some great deals!

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N.G.P.E.

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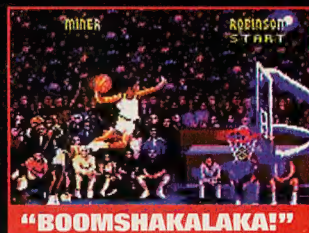


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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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CIRCLE #104 ON READER SERVICE CARD.